TAKE YOUR GAME FURTHER

BRADYGAMES®

RATCHET & CLANK™

GOING COMMANDO

OFFICIAL STRATEGY GUIDE

This game has received the following rating from the ESRB:

TEEN T CONTENT RATED BY ESRB

PLAY SMART. PLAY BETTER. DIMENSION PUBLISHING

A DIMENSION PUBLISHING PRODUCTION

INSOMNIAC

PlayStation®2

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SEALED SECRETS SECTION

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Getting Started

How to Use the Guide

We have designed this strategy guide to be a constant companion during your adventures throughout the Bogon galaxy. This brief section will give you all the basic, yet essential, information you need to get going, and our comprehensive walkthrough will provide and lay out the best information, strategies, and tips to make each Mission a success. We have also provided a Sealed Secrets Section at the end of this guide that will give you access to Ratchet & Clank: Going Commando's numerous hidden goodies.

MENU CONTROLS

Start/Pause Game/Access Main Menu	**START** Button
Highlight Menu Item	Left Analog stick Or Directional Button
Select Menu Item	✕ Button
Previous Menu	△ Button
Open Map Screen	**SELECT** Or **R3** Button

BASIC COMMANDO MOVES

Walk/Run	Left Analog Stick
Camera Rotate/Pan	Right Analog Stick
Jump	✕ Button
Pull Up From Ledge	✕ Button
Drop From Ledge	**R1** Button
Move While Hanging From Ledge	Left Analog Stick Or Directional Button Right Or Left
Weapon Quick Select	△ Button (Hold) + Left Analog Stick Or Directional Button
Fire Weapon Or Use Gadget	○ Button
First Person Targeting	**L1** Button (Hold)
Look Around Mode	**L1** Button (Hold) + Right Analog Stick Or Directional Button
Reset Camera Behind Ratchet or Clank	Tap **L1** Button
Quick Switch Between Last Two Hand Items	Double Tap △ Button
Nanotech And Bolt Display	**L3** Button

ADVANCED COMMANDO MOVES

Double Jump	✕ Button ✕ Button
Swing Wrench	□ Button
Multi-Strike	□ Button □ Button □ Button
Hyper-Strike	✕ Button □ Button
Comet-Strike	**R1** Button (Hold) + □ Button
Wall Jump	✕Button While Jumping Toward Wall, ✕ Button Again When Contacting Wall
Strafe	**L2** Button or **R2** Button (Hold) + Left Analog Stick Or Directional Button
Flip Left Or Right	**R1** Button (Hold) + ✕ Button + Left Analog Stick Or Directional Button Left Or Right
Back Flip	**R1** Button (Hold) + ✕ Button + Left Analog Stick Or Directional Button Backward
Strafe Flip	**L2** Button or **R2** Button (Hold) + ✕ Button + Left Analog Stick Or Directional Button
Crouch	**R1** Button (Hold)
Crouch Turn	**R1** Button (Hold) + Left Analog Stick or Directional Button
Use Weapon/Equip Weapon	○ button
Swim	Left Analog Stick Or Directional Button
Dive Underwater	□ Button (Hold Down To Dive Faster)
Resurface	✕ Button (Hold Down To Rise Faster)

TIP

Learning how to take evasive action is imperative. When your Weapon has targeted an enemy, you can flip left, right or backwards while firing and avoid his return fire. You can even pull off these moves while strafing from side to side. To execute these advanced moves from a stationary position, press and hold the R1 button while pressing the ✕ button and left analog stick or directional button left, right or backward. To Flip while strafing, hold down the L2 or R2 button while moving in any direction and press the ✕ button to flip.

Operating Essential Commando Gear

THRUSTER-PACK

Boost Jump (While Stationary)	Hold the **R1** button to Crouch, And Press The ✕ Button
Stretch Jump (While Running)	Press the **R1** Button, And Press The ✕ Button
Glide	Press And Hold the ✕ Button After Performing A Double Jump

HYDRO-PACK

Turbo Swim	Press And Hold The **R1** Button While Under Water

FIGHTER SHIP

Fire Guns	✕ Button
Fire Secondary Weapon	○ Button
Secondary Weapon Quick Select	△ Button (Hold) + Left Analog Stick Or Directional Button
Turbo Boost	□ Button
Barrel Roll Left Or Right	**L1** Button Or **R1** Button
Straighten Ship	**L2** Button Or **R2** Button

HOVER BIKE

Steer	Left Analog stick Or Directional Button
Accelerate	✕ Button
Turbo Boost	**R1** Button Or **R2** Button
Fire Weapon	**L1** Button Or **L2** Button

COMMANDING CLANK

Walk/Run	Left Analog Stick
Camera Rotate/Pan	Right Analog Stick
Punch	□ Button
Jump	✕ Button
Glide	Press And Hold ✕ Button After Jumping
Microbot Command Menu	△ Button (Hold) + Left Analog Stick Or Directional Button

GIANT CLANK

Punch	□ Button
Fire Missiles	○ Button
Bomb Strike Special Attack	△ Button
Jump	✕ Button
Strafe	**L2** Button or **R2** Button (Hold) + Left Analog Stick Or Directional Button

Well, that should get you started. Now, let's help Ratchet & Clank save the (well, another) galaxy from the forces of evil. It's a long journey, so stock up on necessary supplies (soda, chips, sponge cake) and let's get moving, and good luck!

Planet Aranos

Flying Lab

Having completed the grueling Commando training, Megacorp founder and president, Abercrombie Fizzwidget, is sending Ratchet on his first mission — to find and retrieve Megacorp's latest Experiment. Fizzwidget has traced the Experiment to a Flying Lab over the Planet Aranos, where the thief that stole it is presumably keeping it. Because his best friend and companion Clank is now living a more sedate life as an accountant, it is solely up to Ratchet to infiltrate the Flying Lab and find the stolen Experiment.

Level Data

Missions:

1: Infiltrate the Flying Base
2: Escape the Thief's Security Robots

Items:

None

Gadgets:

None

Weapons:

1: Omniwrench 8000:
Cost: Free

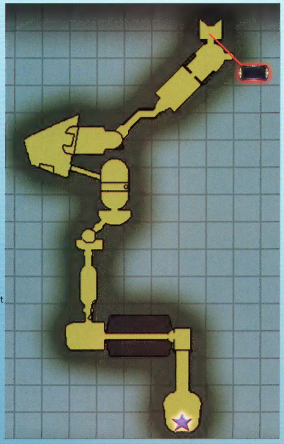
2: Lancer:
Cost: Free — Max Ammo: 200 Bullets — Ammo Cost: 1 Bolt per Bullet

3: Gravity Bomb:
Cost: Free — Max Ammo: 8 Bombs — Ammo Cost: 50 Bolts per Bomb

Platinum Bolts: 0

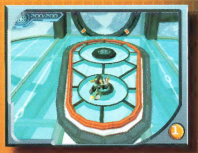
New Enemies:

1: MSR I - Chainsaw Model
2: MSR II - Flamethrower Model
3: PX6 BladeBall



Mission 1: Infiltrate the Flying Base

Ratchet's main objective is to locate and retrieve Megacorp's top-secret Experiment, which is somewhere in the bowels of this Flying Lab. Since this is his first day on the job, it's as good a time as any to become familiar with some of his basic maneuvers and attacks. Step on the blinking switch on the floor to ride the elevator platform up to the next level [1].



HELP DESK: WEAPONS

Before going out to the battlefield, every Megacorp Commando is equipped with a few key Megacorp weapons — the Lancer and the Gravity Bomb, as well as Ratchet's own Omniwrench 8000.

LANCER

This weapon offers long-range, rapid-fire reliability with devastating results. The Lancer will lock-on to any enemy within its range and is an excellent weapon for taking out surrounding enemies. With extended use, the Lancer will upgrade to the Heavy Lancer, resulting in heavier fire power.

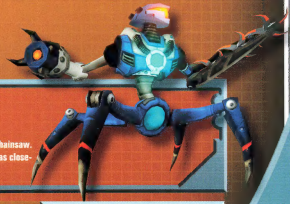
GRAVITY BOMB

The Gravity Bomb is Megacorp's answer for clearing out pesky packs of enemies in one fell swoop. This high-powered weapon will toss out a medium-range bomb packed tight with explosives, eliminating just about anything within its blast radius. With extended use, the Gravity Bomb will upgrade to the Mini-Nuke. Need we say more?

THE OMINWRENCH 8000

In addition to the standard Megacorp-issued weaponry, Ratchet never leaves home without his trusty Omniwrench 8000. Not only does this baby come in handy for on-the-job repairs, he can also use it as an effective weapon, breaking out moves such as Multi-Strike combo attacks, the downward Hyper-Strike, and the Comet-Strike, which throws it as a projectile weapon. And, it's magnetically charged, so it can vacuum up bolts, too!

Up top, Ratchet will encounter his first enemies, the MSR I - Chainsaw Model, hanging from the corridor's ceiling. Make sure his Lancer is equipped and press the ○ button to fire off a rapid stream of bullets at the two targets, obliterating them quickly [2].



HELP DESK: MONSTERPEDIA

MSR I — CHAINSAW MODEL

The Megacorp Security Robot (MSR) type 1 comes equipped with a standard-issue arm-mounted chainsaw. Its spider-like legs allow it to more efficiently chase down and eradicate intruders. Since it only has close-range attack capabilities, medium-to-long range weapons are the best way to combat it.

Before moving on, turn around and smash open the Crates with Ratchet's Omniwrench 8000. Pressing the □ button three times will execute a Multi-Strike combo. He can also perform a downward Hyper-Strike by pressing the × button to jump, then pressing the □ to attack. Finally, Ratchet can throw the Wrench and execute a Comet-Strike, by first holding down the **R1** button to crouch, then pressing the □ button to throw it. When executing the Comet-Strike move in the thrid-person perspecive, Ratchet is able to move until the Wrench returns to him [3].

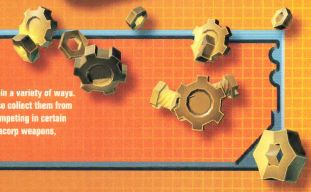
TIP

Ratchet can also execute the Comet-Strike maneuver from a first-person mode. To do so, press and hold the L1 button to go into the first-person mode, then press the □ button to throw the Wrench. A targeting cross-hair will appear on the screen when you do so. This mode is great for pinpoint aiming, as you can point the Wrench in any direction, aiming it with the left analog stick.

HELP DESK: INFO

CRATES

Ratchet will find a variety of different Crates throughout his adventures and these wooden ones are the most common. Filled with Bolts, busting them open with a weapon or the Omniwrench 3000 will reveal their bounty.



HELP DESK: INFO

BOLTS

The most popular currency of the galaxy, these shiny golden bolts can be acquired in a variety of ways. The easiest method is to procure them from inside standard Crates, but you can also collect them from fallen enemies, find them inside a variety of breakable items, and earn them for competing in certain challenges and selling items. Collect each and every one you come across, as Megacorp weapons, gadgets and items don't come cheap!

Continue down the corridor and jump up the ladder at its end. Up top, Ratchet will come across a few more Crates inside a small room [4].

HELP DESK: INFO

MEGACORP CRATES

During his quest for Abercrombie Fizzwidget, Ratchet will come across Megacorp Crates on each planet he visits. These Crates, marked by the letter "M" on their sides, have the latest in Megacorp ammunition stored inside. What's inside is fairly random, although Ratchet will usually get ammunition for weapons that are almost empty.

TIP

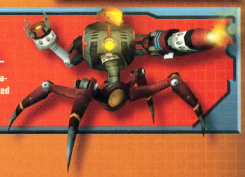
The large lights on the ceiling can be smashed for Bolts. Use the first-person mode in conjunction with the Wrench's Comet-Strike to send them crashing to the ground and collect your reward. Be sure to keep an eye out for these lights and other breakable items throughout the Lab.

Down the next tunnel, Ratchet will encounter a few more MSR I Chainsaw 'bots. Keep the Lancer handy and blow them away from a distance, not giving them a chance to get up close and personal with their sharp blades [5]. At the end of the tunnel, an MSR II – Flamethrower Model drops from above. Don't give it the opportunity to singe Ratchet's fur with its Flamethrower. Instead, stay back and continue to shoot it with the Lancer until it breaks apart into a heap of scrap metal [6].

HELP DESK : MONSTERPEDIA

MSR II – FLAMETHROWER MODEL

The Megacorp Security Robot (MSR) type 2 is designed for those who need the best that Megacorp has to offer, but can't afford to pay for it. Complete with a Raritanium-plated arm-mounted Flamethrower, this robot is guaranteed to stop up to 80 percent of intruders.



The next room has a few more MSR I 'bots and another Flame-throwing MSR II to deal with. Keep the Lancer equipped and blow them to pieces. If you're quick enough, you can send the two MSR I's through the Lab's windows and out into the atmosphere. Remember to collect the Bolts from inside the Crates before moving on [7].

HELP DESK : INFO

NANOTECH

While Badgetron may have invented Nanotech, Megacorp has perfected it! Found inside these glass Crates, these spheres of energy heal injuries instantly from the inside out using Nanobots. Recent developments in Nanotehcnology will allow you to absorb Nanomites by defeating enemies, which will continually increase the maximum amount of Nanotech you can carry. Rookie commandos will start out with only four available Nanotech slots. As you progress and absorb more Nanomites on your way to becoming an expert Commando, it's possible to build up your Nanotech to a maximum level of 60 slots!

Head through the next corridor, which leads outside. In addition to having to fend off a few more Megacorp Security Robots, Ratchet will have to deal with a new enemy – BladeBalls. You can safely use the Omniwrench on these slashing spheres without too much worry of getting cut. Just be sure that Ratchet is striking in their direction as not to leave him open for attack [8].

PX6 BLADEBALL

The PX6 BladeBall is Megacorp's answer to the budget-conscious security consumer. These metal balls float in space until an intruder comes near, at which point they release a whirlwind of slashing death. The standard BladeBalls are easily destroyed with a few quick swipes of the Wrench before they can extend their razor sharp blades. However, if you're too slow, they will slice and dice you.

TIP

The small blue lights bordering the walkway outside can be broken apart for Bolts.

Finish off the enemies, then head back inside the Lab. The elevator will deliver Ratchet up to the next level where a pack of Megacorp Security Robots awaits [9]. This is as good a time as any to try out the Gravity Bomb. Select it via the Quick Select menu – press and hold the △ button to pull it up, then use the left analog stick to select and equip the weapon [10]. If the pack is close enough together, one Bomb will do the trick. When the dust settles, you can re-equip the Lancer and take care of any leftovers [11].

TIP

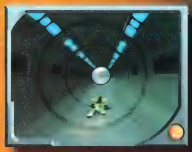
It's possible to quickly cycle between the weapon you currently have equipped and the last one you used by double tapping the △ button.

Inside the next room, Ratchet finds Fizzwidget's Experiment. Just as he is about to recover the fuzzy little critter, the Thief appears from behind a screen and snatches it back, leaving Ratchet to deal with his robot goons.

Mission 2: Escape the Thief's Security Robots

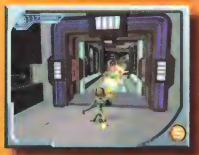
Having let both the Experiment and the Thief escape from his grasp, Ratchet now has to successfully find a way off the Flying Lab and survive the onslaught of attacking enemies. Quickly equip the Lancer and start mowing 'em down [1].

When the last Security Robot is destroyed, a hatch will open, allowing Ratchet to slide down a service pipe and continue on [2]. A well-placed Gravity Bomb shot will take care of the Flamethrowing MSR II's on the Lab's wing outside [3].



Meanwhile, as the Thief makes his hasty exit in an escape pod, he contacts and hires the services of Thugs-4-Less, a less-than-reputable security company who is more than happy to clean up after his mess... Or maybe cause one for him.

Back on the Flying Lab, take out the next wave of Security 'bots (the Gravity Bomb works well here), then ride the elevator up to the next level [4]. Have the Lancer locked and loaded, as there are a few more MSR's down the length of the next corridor [5].



TIP

You can aim weapons more accurately by holding down the L1 button. This will bring up the first-person perspective and a targeting cross-hair will appear to help you train the weapon on a target. Try aiming at the Security Robots hanging from the ceiling.

Throughout the next two rooms, Ratchet will be bombarded by MSR's and a few BladeBots. Keep the Lancer equipped and mow them all down. Be prepared for the two sets of Security Bots in the second room, as they will come bursting out from behind doors on each side. When the coast is clear, head through the open doorway and, presumably, to freedom [6].

As Ratchet heads for the exit, two Megacorp Security Robots surround him from behind. With nowhere else to go but down, he leaps off the Base into a freefall. With the press of a button, he remotely calls his Ship, which swoops in and stops his fall. Not knowing where to go next, Fizzwidget gives him his new coordinates.

Planet Oozla

Megacorp Outlet

According to the Video Transmission from Fizzwidget, the mysterious Thief and his hired Thugs were last seen on Planet Oozla. Planet Oozla is home to the Megacorp Outlet, where shoppers in the know used to go to get Megacorp's merchandise at a discounted price. Nowadays, it's mysteriously become a virtual wasteland, overgrown with weeds and swampland, and teeming with hostile, indigenous creatures. While on this wet and rainy planet, Ratchet will need to try and track down the Thief while seeing if he can find anything useful to help him in his quest.

Level Data

Missions:

1: Explore the Swamp Ruins
2: Purchase Tractor Beam
3: Find Store Entrance
4: Investigate the Megacorp Store

Weapons:

1: Chopper:
Cost : 5,000 Bolts — Max Ammo : 35 Discs
Ammo Cost : 4 Bolts per Disc

2: Blitz Gun:
Cost : 15,000 Bolts — Max Ammo : 40 Shots
Ammo Cost: 5 Bolts per Shot

Items:

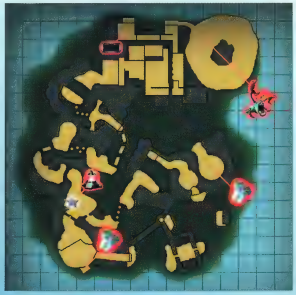
Box Breaker — Obtained after returning with the Gravity Boots

Gadgets:

1: Dynamo: Cost: Free
2: Tractor Beam: Cost: 1,000 Bolts

Platinum Bolts: 2

1: Locateds on top of a cliff after purchasing the Tractor Beam.



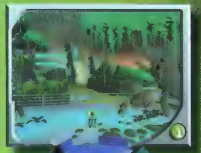
2: Inside a cave accessed by Dragon Boat after completing all Missions.

New Enemies:

1: Mutant Muckdweller
2: Mutant Swamp Beast
3: Mutant Fireflies
4: Swamp Monster I
5: Swamp Monster II

Mission 1: Explore Swamp Ruins

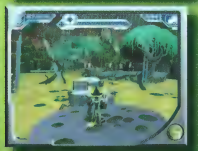
When Ratchet lands on the cold, rainy planet, he will have two different paths from which to choose. His main mission is to track down the elusive Thief but, as long as he's here, it might do some good to explore the Swamp Ruins and see what he can uncover. There is a Megacorp Vendor in front of the Ship, as well as some Bolts stashed away in the Crates behind it [1].



HELP DESK INFO

MEGACORP VENDOR

Megacorp Vendor: Being the main (and only) merchandise supplier in the Bogon Galaxy, Megacorp has made sure that there is one of their licensed Vendors on every charted planet throughout. Megacorp Vendors are virtual one-stop shopping centers where Ratchet can go to purchase all of Megacorp's latest high-tech weaponry and ammunition. To activate a Vendor, approach it and press the △ button when right next to it. An on-screen menu will appear, offering up the current selection of weapons and ammo available. To buy a weapon, gadget or ammo, highlight the corresponding icon on the bottom of the screen and press the ✕ button to confirm the purchase. The cost of the item is displayed underneath it while the amount of Bolts you have is displayed in the top right corner. When buying ammunition, press the ✕ button to choose the item, and then use the left analog stick of directional button to choose the amount. When you are done shopping, press the △ button to exit the Vendor.



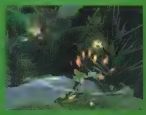
TIP

To get an idea of your surroundings, you can take a look at the Map by pressing the R3 button during the game, or the Select button to pause the game, then choosing the Map option.

It's up to you if you want to purchase the Chopper now. If you have 5,000 Bolts, go ahead and do so. Either way, it might be worthwhile to explore Oozla's Swamp Ruins in case anything is still working there, collecting as many Bolts as possible in the process. Head through the opening to the right of the Ship and head down the stick path [2].

TIP

Oozla's environment is full of destructible objects, some giving up Bolts when they are destroyed. These prickly plants have cash inside them.



At the bottom of the path, use the small platforms along the swamp as stepping-stones to get across the thick and potentially deadly goop. If Ratchet happens to fall into the swamp, you will have two chances to get him out before he is completely enveloped. If this happens, press the Jump button rapidly while aiming for solid ground [3]. On the other side, Ratchet will encounter a new enemy – a Mutant Muckdweller. Stay on the last platform in the swamp and shoot them from a safe distance with the Lancer [4]. Right behind the Mutant Muckdwellers are a few Mutant Swamp Beasts.

HELP DESK: MONSTERPEDIA

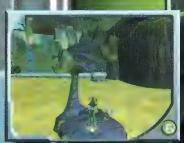
MUTANT MUCKDWELLER

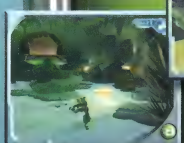
These hopping, slug-like creatures will belch out noxious gas when Ratchet gets within range. They are easily eliminated by any of Ratchet's medium-range weapons, with the Lancer being the most effective.

HELP DESK: MONSTERPEDIA

MUTANT SWAMP BEAST

These one-eyed snails have stretchy tentacles that can lash out at their prey. Their thick armor-like shells provide strong protection, meaning Ratchet will have to use prolonged firepower to get to their goopy centers. Stay away and use medium-to-long-range weapons to target these beasts, only breaking out the Omniwrench against single opponents and as a last ditch effort.





Commingling with the Muckdwellers are the just as dangerous Mutant Swamp Beasts. These shelled suckers will lash out at Ratchet with their stinging tentacles. Stay back and use the Lancer to target them from afar [5].

Continue to use the Lancer to take out the Muckdwellers and Swamp Beasts in the immediate area, then hitch a ride on the back of a Dragon Boat. As soon as Ratchet lands on its back, it lets out a screech and takes off toward another [6]. When it stops, make sure to Double Jump off of it before it submerges into the muck and onto the second Dragon Boat. This one will make a beeline for the ledge on the opposite side of the swamp. Hop off of it and onto solid ground [7].

On the platform to the left is a bounty of Crates, which hold Bolts, Ammo and even Nanotech. Take what you can, then continue down the path to the right, which leads into a creature-filled tunnel. Continue to use the Lancer, mowing down the mutant baddies, until all is clear. The Omniwrench 8000 should work just fine on the smaller Mutant Fireflies, as long as you don't allow Ratchet to get surrounded [8].

HELP DESK: MONSTERPEDIA

MUTANT FIREFLIES

Not your average Veldin Firefly, this nasty winged critter is a cross between a firefly and a beetle. To assault their prey, these Mutant Fireflies draw close and then attack with their sharp pincers. Fairly weak and not heavily armored, a few swipes of Ratchet's Omniwrench 8000 should take care of the problem.

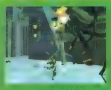
The way out of the cave is through the opening at the top of the far wall. To get up to it, Ratchet will have to jump on and off of a carnivorous swamp plant. These suckers have razor sharp teeth and will take a bite from his furry hide if you're too slow -- you will have less than two seconds to jump onto its open mouth and then off again before it slams shut. Just be quick about it and don't hesitate [9].

In this next swampy portion, Ratchet will have to ride multiple Dragon Boats in order to continue on. To start, hop on the first Dragon Boat waiting at the ledge and take it until it stops at the second. As soon as it stops and dips into the muck, quickly hop off and onto the second [10]. This one will head toward a third, but instead of stopping, it will continue past it and to the small Muckdweller infested island off in the distance. Stay on and ride it until it stops, at the island, then hop off and start shooting [11].

Once you've eliminated the gassy beasts and grabbed the Bolts left behind, Double Jump onto the waiting Dragon Boat and ride it back to the ledge where you entered the area. Once there, hop onto solid ground and get back on the first Dragon Boat, then ride it and jump off onto the second [12]. This time around, quickly hop off of it when it approaches the third Dragon Boat, and then ride this next one to the next ledge, not jumping on the fourth Dragon Boat it passes by. Here Ratchet will find a few stacked Crates on the ground and a few more up on the platform above the carnivorous swamp plant [13]. Once again, hop on the waiting Dragon Boat and return to the ledge where you entered the area. This time, ride the first Dragon Boat to the second, ride the second to the third, then ride the third to the fourth [14]. Hop onto the fourth and ride it to solid ground, where there will be a Swamp Beast waiting. Make sure you have the Lancer ready and take it out on arrival [15].

TIP

Like the prickly plants, these light posts are destructible and will yield some Bolts when destroyed.



There's reason to be cautious as you enter through the doorway and into the next area of the ruins, as a pack of Swamp Beasts will jump out of the muck and attack. Either the Lancer or Gravity Bomb work well here – just mow 'em down and keep going [16]. At least one more Swamp Beast and a few Mutant Fireflies stand in Ratchet's way on the other side. Once they have been dealt with, grab the Bolts and Ammo from the Crates, then take another ride on the next Dragon Boat to continue on.

This Boat will deliver Ratchet to the waiting jaws of a carnivorous swamp plant. Quickly Double Jump onto the plant's open maw and then off again and onto the next Dragon Boat just on the other side [17]. This Boat will take Ratchet to a set of two plants. Quickly jump from one to the next and then onto the waiting Dragon Boat beyond, which will deliver him to the next ledge [18]. There are a series of four carnivorous swamp plants that you will have to quickly jump up to get to the ledge above. Just be quick about it, jumping Ratchet from one to the next without hesitation, and he should reach the top without so much as a scratch [19]. A quick ride down the drainpipe up here leads to an encounter with one of Megacorp's "unique" scientists.

Landing on a small platform, Ratchet is welcomed by a Megacorp scientist. Apparently, this guy didn't get the memo that mutant beasts have overrun the whole planet. The scientist asks for a volunteer, and since Ratchet seems to be the only one in attendance, he gets the job. The little guy then pulls out a high-tech gadget and shoots out a beam of energy that latches on to the platform Ratchet is standing on and sweeps it back and forth, knocking him to the floor. For a few Bolts, this handy-dandy Tractor Beam can be yours.

Mission 2: Purchase the Tractor Beam

This mission is a fairly simple one. All you have to do is purchase the Tractor Beam from the Megacorp Scientist for 1,000 Bolts. If you have been diligent about collecting each and every Bolt you've come across, you should have more than enough. Just approach the Scientist and press the △ button to purchase the gadget [1].

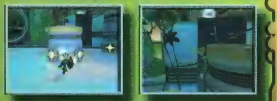
HELPDESK: GADGETS

TRACTOR BEAM

The Tractor Beam allows Ratchet to drag around objects that would otherwise be too heavy for him to manage. Unfortunately, due to technical limitations, it will only work on objects with specific glowing orange Tractor Beam Targets on them. To move around these small and medium size objects, aim the Tractor Beam at a Target and press the ○ button to latch on to it. As long as the beam is attached, you can freely move the object around the environment. When you want to detach the beam, press the ○ button a second time and it will let it go.

PLATINUM BOLTS

The Tractor Beam will come in handy right away, as it is required to move the small and medium-sized columns toward the cliff wall to the right in order to continue along the path. But, before doing so, the columns and Tractor Beam can also be used to get up to the cliff to the left, where a Platinum Bolt sits. Start with the smaller of the two columns and shoot the Tractor Beam at its glowing orange target. As soon as the beam is attached, drag the column to the cliff wall to the left, then let it go. Follow suit with the larger column, placing it right next to the smaller one, then Double Jump up them to get up to the top and waiting Platinum Bolt.



HELPDESK: ITEM

PLATINUM BOLTS

It used to be thought that Gold Bolts were the most rare form of currency in the galaxy, but the discovery of Platinum Bolts has since debunked that theory. It is rumored that certain vendors, who sell items of great value and rarity, will only trade in such Bolts.

TIP

The best way to move objects with the Tractor Beam is to latch on to them from behind and strafe to the left or right (hold down the L2 or R2 button and press the left analog stick to the left or right). This way, you will keep the camera centered behind Ratchet and will be able to see where the object is being placed.

Step back down to the ground and use the Tractor Beam to move both columns over to the cliff wall to the right [2]. Next, jump up to the ledge above and continue up the path. You will come across a variety of Crates along the way as Ratchet inevitably comes full circle back to his Ship. Step on the floor switch here to drop the gate (which turns into a ladder in case you need to return this way) and drop down to where you started [3].

Mission 3: Find Store Entrance

According to Fizzwidget's transmission, the Thief was last seen at a Megacorp Store on this planet. Perhaps if Ratchet can find a way into the Store, he will be able to search for signs of the Thief. Since Ratchet does not have any new coordinates for a new planet, the only thing left to do is take the path to the left.

Even after purchasing the Tractor Beam, you should have plenty of Bolts left to purchase your first weapon. Before continuing down the path, make a stop at the Vendor, restock on any Ammo you might need, and purchase the Chopper. At this point, you won't have nearly enough to purchase the only other available weapon – the Blitz Gun – so just continue on [1].

HELP DESK: WEAPONS

CHOPPER

This amazing weapon creates spiked discs, which Ratchet can hurl at enemies with skilled precision. The discs have the ability to track enemies and will bounce off walls, hitting enemies multiple times, off enemies and objects, making Grelbin mincemeat out of them in no time flat! With use, the Chopper can be upgraded into the Multi-Star, which splits into two discs after hitting an enemy, taking this bad boy to a whole new level of projectile mayhem.

Continue along the path as it slopes downward and stop at the bottom. Across the small stream of goo, there is a gaggle of Swamp Beasts. If you want to conserve Ammo, you can take the Held Desk's advice and use the Wrench's Comet-Strike feature to take out the enemies on the other side [2]. You could also use the Lancer, which, if you have been using it liberally, should be about half way to upgrading into its second, more powerful form.

TIP

At this point, Ratchet's Nanotech capacity should have increased by one slot. As he continually defeats more and more enemies, the slots will slowly multiply, building up all the way up to a maximum amount of 80 slots. Each time his Nanotech (as well as weapons) "levels up", any enemies and destructible objects that happen to be in the immediate vicinity will take damage from the effect.

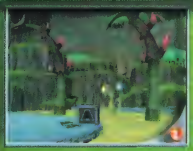
Continue along, using the Lancer to clear the path from any and all enemies. Unfortunately, the Megacorp scientist in the muck is beyond Ratchet's help. Across the floating walkway, Ratchet will encounter another wave of Muckdwellers and Swamp Beasts. Stay alert and keep the Lancer locked and loaded [3]. Hop over the downed tree to the left and clear out the area – another scientist goes down before he can be saved [4].

Keep going, cautiously jumping across the floating lily pads while taking out the enemies along the way. The path beyond will continue to be filled with Muckdwellers and Swamp Beasts. It's a good idea to stick with the Lancer in order to level it up, but the Chopper works well against these beasts as well. Yet another scientist is snatched away – this time by a long, plant-like tentacle [5].

Double Jump from floating platform to floating platform, making sure to go slowly enough as to take care of any enemies that might spring out of the swamp [6]. Double Jump up to the ledge at the other end, then keep on heading down the path. Be very careful at the next opening, as a mixture of Muckdwellers and Swamp Beasts launch a surprise attack. The action stays hot and heavy until Ratchet crosses the next set of lily pads and is back on solid ground [7].

Mini-Boss Battle

Swamp Monster I



As Ratchet steps back on solid ground, he finds himself face-to-eyeball with a set of tentacles and a single eye protruding from the muck. The poor scientist snatched away earlier never had a chance. If it's not already, equip the Lancer and get ready to do some serious shooting [1].

Continued...

This Swamp Monster will stay submerged in the green goop, using only its tentacles to slam at Ratchet. This is a perfect situation to get comfortable with the strafe move, which is executed by holding down the **L2** or **R2** buttons while moving the left analog stick to the left or right and backwards and forwards. With the Lancer equipped, its targeting cross-hair will loosely lock-on to either of the Swamp Monster's two tentacles or its eyeball in the middle. Fire up the Lancer and continue to shoot an endless barrage of bullets while continually strafing to the left and right [2].

The Swamp Monster attacks by slamming its tentacles to the ground, attempting to flatten Ratchet with each blow. You will know it's about to launch an attack as it will "wind up" before it lets loose. As soon as you see it start to do so, strafe in an opposite direction, Double Jumping out the way just to be safe. Make sure to keep firing as you do so, in order to get rid of the Monster quickly [3].

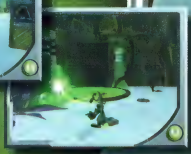
Continue to fire, not letting up until the Swamp Monster is finished off. If you happen to run out of Lancer Ammo during the fight, there are a few Megacorp Crates on either side of the area that will replenish your stores [4].

The Swamp Monster's health meter is displayed along the bottom of the screen. As you keep on shooting at it, it will slowly deplete. Once it has been whittled all the way down, the beast will be destroyed [5].

End

TIP

Most of Megacorp's weapons have the ability to upgrade through Nanotechnology. With repeated use, a small bar located underneath its icon will slowly fill. When it is completely full, the weapon will transform into its second, stronger version. While you have complete freedom in deciding how you want to go about using each weapon, we will continue to recommend the best one for each enemy. It's also a good rule of thumb to consistently use a weapon until it has leveled up.



On the platform beyond, Ratchet will find a new gadget – the Dynamo. This sleek Megacorp device can activate certain electronic devices [8]. Grab the Bolts from the remaining Crates in the area, then use it on the special glowing green Activator along the small wall in front of the Megacorp Store. This activates a small moving platform, which will deliver Ratchet to the Megacorp Store [9].

NEW MEGACORP GADGETS

DYNAMO

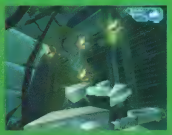
Megacorp's Dynamo is a special tool that has the ability to power up certain electronic devices for short periods of time. These devices usually power small elevators, platforms and conveyor belts, giving Ratchet access to areas he otherwise wouldn't be able to reach. Whenever you come across a glowing green Activator, use the Dynamo by pressing the ○ button when near it.

Mission 4: Investigate the Megacorp Store

It looks like the Megacorp Store has been overrun and abandoned for some time. While everything is shut down and inactive, perhaps the Thief left behind some clues. Head through the doors and take out the Mutant Fireflies buzzing about inside, then use the Dynamo to activate another elevator platform [1]. Quickly hop on and ride it up to the top, where a second Activator awaits. As soon as the elevator reaches its full height, hit the Dynamo a second time to activate a moving platform that will hover across the room toward a high ledge off to the left. Without hesitation, Double Jump on to it and ride it to the ledge, hopping off when Ratchet reaches the end [2].

Up here, you will find a series of three Activators suspended above the floor. Shooting the first with the Dynamo will activate a conveyor belt that will shuttle Ratchet across a third of the room [3]. At its end is the second Activator. Shooting this one will send another conveyor belt sprawling across the room. Riding this one to its end will bring Ratchet close enough to the third Activator, which sends out a final conveyor belt that connects to a new hallway on the other side of the room. Since the Dynamo can only turn on the Activator for a limited amount of time, if you are too slow getting from one conveyor belt to the next, Ratchet will fall to the ground and have to start from the beginning [4].

TIP



Want to earn some easy Bolts? In addition to a set of Crates on the floor below, the mannequins and other sundry items along the walls of the store can be broken apart for dough. Make sure to use the Wrench's Comet-Strike while in the first-person perspective (or the Gravity Bomb) to get as many as you can.

The next room has a few roaming Swamp Beasts inside it. Be careful and take them out from a safe distance. If you were able to upgrade the Lancer, switch to the Chopper and start working on leveling it up next [5]. When it's safe, continue through the glass doors and into the hallway outside. Make sure to Double Jump over the gap down its length, then head back inside through the next set of glass doors [6].

This next room has four Activators suspended above its length. Shooting each one will activate a collapsible platform that will stay up for approximately five seconds before retracting. Start with the first, activate it, then Double Jump onto it and shoot the next. Continue to do so as you make your way across the room, until Ratchet has made it to the other side [7].

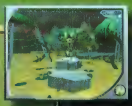
There are a few Crates at the end of the hallway, as well as a few more breakable items along its walls. There is also a small ramp that is too steep for Ratchet to climb up for the moment [8]. Instead, take a left at the opening right before and hop up the steps to another Activator [9]. Activating it sends a series of moving shipping crates of varying shapes and sizes down the length of the corridor beyond, making navigation across it to the temporarily opened door at the end a tough proposition. As soon as you activate it, start running toward the end, you should be able to get three quarters of the way down the corridor before Ratchet encounters the first obstacle. As he approaches it, move to the right side of the corridor and Double Jump over it, landing at the opening of the next obstacle [10]. As soon as he is through, hang a left and wind around the next set, then Double Jump over the next two, maneuvering to the right as you do so [11]. Ratchet should hit the ground just as the next large set of shipping crates appear, allowing him to get through its opening and into the next room. If you mess up at any point, don't fret. Head back to the start of the corridor and try again [12].

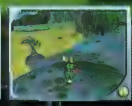
Inside the next room, Rachet receives a transmission from Fizzwidget. While the furry commando wasn't able to find any clues on Oozla, Fizzwidget has received information that the Thief was seen at Maktar Resort, where his hired thugs are attempting to disrupt the planet's Galactic Gladiator Games by towing a moon-sized jamming array into its orbit. After watching a commercial for the Games, Fizzwidget downloads new coordinates to Ratchet's ship.

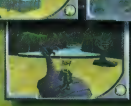
Now that Ratchet has a new set of coordinates, he can return to his Ship and set out for the Maktar Nebula. Use the Dynamo on this one last Activator and ride the small elevator platform up to the Translocator. Pressing the △ button when standing on it will teleport Ratchet back to the landing pad and his Ship [13].

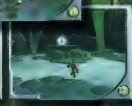
PLATINUM BOLT

Before leaving this wet and dismal planet, there is still one more Platinum Bolt that can be retrieved. Head back down the path to the right of the Ship and then jump across the small platforms along the swamp [14]. After dealing with the Muckdwellers on the other side, locate the Dragon Boat waiting in the goop, just off to the left [15]. Hop on its back, and it will take Ratchet for a scenic ride around Oozla, dropping him off at a cave entrance [16]. Just inside, the furry guy will find the planet's second of two Platinum Bolts! Grab it, then jump on the Dragon Boat waiting outside to be whisked back to the area where you hopped on the first. Finally, retrace your steps to the Ship and head for your next destination [17].









Turn to Wupash Nebula, page 22, to continue.

Now that Ratchet has acquired the Gravity Boots, return to Oozla and head back to the Megacorp Store. The path leading to the left of the Ship will take Ratchet & Clank directly there, or you can use the Translocator near the Ship [1].

Head through the Store, taking out any mutant baddies you run into to, and don't stop until Ratchet reaches the end of the hallway directly after the four Dynamo Activator switches [2]. As soon as he walks onto the sloped ramp, the Boots will automatically equip and grip the surface, allowing him to walk straight up and over. At the top, you'll find a Megacorp Vendor. Restock on all your Ammo, then head down the drainpipe, face first [3].

Boss Battle

Swamp Monster II

The pipe drops Ratchet & Clank into a huge cavernous pit where the second of two Swamp Monsters reside (you felled his smaller cousin last time you were on Oozla). This huge, grotesque creature has one large eye, two HUGE clawed pinchers, and two spiked appendages that it keeps submerged under the muck until it uses them to swipe at Ratchet [1].

The Swamp Monster has two attacks. Its first is to swing at Ratchet with its spiked arms. You will know when it is about to strike as it pulls back and lets out a blood curdling scream. As soon as this happens, start moving away from the beast and Double Jump over its attacking appendage and onto another lily pad [2].

It will typically follow up its first attack with a second. This time it hocks up a ball of repulsive goop that will harm Ratchet if it comes into contact with him, and will also sink any lily pad it hits. Avoid these balls of goo at all costs [3].

The best strategy to defeat this Swamp Monster is to hold down either the **L2** or **R2** strafe buttons, which will keep Ratchet facing toward the beast, then to let loose with medium-to-far range weapons. If you have them, equip the Synthenoids/Killinoids to enhance your firepower while you continuously whittle away at the Monster's health bar [4].

Do your best to keep the beast in front of you while continuously shooting it AND dodging its attacks. Make sure to Double Jump from lily pad to lily pad in an attempt to stay one step ahead of it. Also watch where you are going, as Ratchet will only get two chances to jump out of the muck before he is sucked down for good [5].

Continued...

When you have taken off about one third of the Swamp Monster's health bar, it will grow even angrier and attempt to get close enough to execute a few new attacks. The first and most deadly of the two, the Swamp Monster will attempt to swallow Ratchet in its huge maw. Try and stay as far away as possible, if it gets close enough, it will lunge and gobble him up — inflicting major damage in the process [6].

The second attack involves its huge pinchers, which it will slam down from overhead in an attempt to flatten Ratchet. If he gets caught underneath them, not only will he take damage, but the lily pad he is on will be obliterated, sending him into the muck. Like his other attack, try and stay a few lily pads ahead so as not to get caught [7].

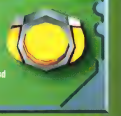
Continue to shoot away at the beast, unleashing everything you've got. Eventually, the Swamp Monster will mix up his attacks, using all four. Do your best to avoid them while continuously shooting, and he will go down. Your reward for ridding Oozla of its two Swamp Monsters — the Box Breaker [8]!

End

HELP DESK ITEM

BOX BREAKER

The Box Breaker is an upgrade to Ratchet's Omniwrench 8000 that gives it the added functionality of breaking any nearby Crates and destructible objects with a downward Hyper-Strike. When it is acquired, it will automatically be equipped. All you have to do is execute the Hyper-Strike — ✕ button to jump, then press the ☐ button to slam the Wrench into the ground — and any breakable objects and nearby Crates will explode into tiny pieces.



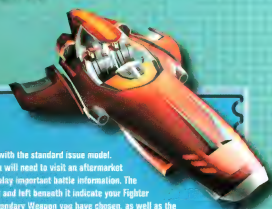
Turn to Planet Endako, Megapolis Page 50

Wupash Nebula

According to Fizzwidget, the Thief was last seen at the Maktar Resort located in the Maktar Nebula. In addition to tracking him down, Ratchet also has to find a way to destroy the Thugs-4-Less Jamming Array, which is disrupting the broadcast of Megacorp's Gladiator Games. With coordinates in hand, the furry guy blasts off. Meanwhile, in Megacopolis, what looks to be an admirer of Clank knocks on his penthouse door. Before she gets a chance to give him his flowers, the Thief shows up and snatches him away.

Mission 1: Destroy Thugs — 4-Less Fighters

On the way to the Maktar Nebula, Ratchet is intercepted by a wave of Thugs-4-Less fighters. It seems that the Thief knows Ratchet's looking for him and has already set up some perimeter defenses to stop him. Get ready for some intense interstellar dog fighting. 4S these Thugs put up a good fight! [1]



HELP DESK

STAR FIGHTER SHIP

Megacorp produces only the best in Fighter Ship technology and Ratchet has been outfitted with the standard issue model.
It's possible to upgrade this puppy into a full-fledged, lean, mean, shooting machine, but you will need to visit an aftermarket vendor to do so. When engaged in space combat, the HUD (heads up display) screen will display important battle information. The bar across the top indicates your Fighter Ship's damage status. The smaller bars on the right and left beneath it indicate your Fighter Ship's shield status. The number indicator on the top left of the HUD displays the current Secondary Weapon you have chosen, as well as the number of units of ammo you have left. The bar on the top right of the HUD displays the amount of Boost left in your thrusters. The radar in the bottom right of the HUD shows your position in relation to your enemies' positions. The white dot represents your ship, while the red dots represent the enemies. Other pertinent information, such as the number of enemies left to shoot down, can be found in the bottom left corner.

SHIP CONTROLS:

Fire Guns: [illegible] Button
Fire Secondary Weapon: [illegible] Button
Turbo Boost: [illegible] Button (Hold)
Barrel Roll Left Or Right: [illegible] Button or R1 + [illegible] Button
Strengthen Spin: [illegible] Button + R2 Button
Secondary Weapon Quick Select: [illegible] Button (Hold) + [illegible] Button

According to the HUD, Ratchet is going to have to contend with a wave of 20 Thugs-4-Less Fighters. Take a quick second to become familiar with your Ship's controls, then engage them in combat! You can follow the red dots in the radar to find the nearest enemy, but it's almost easier to let them come to you. As soon as one gets within in sight, aim your Ship's targeting crosshair at it and start firing. If the Thugs-4-Less fighter is moving to the left or right, try and aim a little ahead of the Fighter, so your Ship's fire will make contact when it reaches it [2].

TIP

If you start to take some hits from attacking Fighters, make sure to execute a Barrel Roll in order to take evasive action. This maneuver is especially helpful in getting Fighters off of your butt.

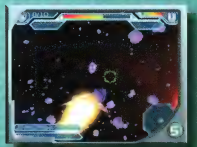
In addition to the Fighter Ship's standard fire, it can also shoot Homing Missiles. To lock-on to a target and shoot them down, aim the Ship's cross-hairs at an enemy Fighter. If you can keep the crosshair trained on the target for a few seconds, it will change color from green to red, indicating that the target has been acquired. As soon as you are locked-on, press the ○ button to fire the Missile. The Fighter Ship can only hold a maximum capacity of 10 Missiles, but they can be picked up and replenished during battle from fallen enemies and shattered asteroids [3].

The asteroids floating around space can be hazardous to Ratchet's health. Do your best to avoid the large ones, while shooting the smaller, crystal ones. The medium-sized ones can't be broken apart with your Ship's standard guns, but a well-aimed Missile will do the trick. Oftentimes, blasting an asteroid will yield some goodies, including Full or Partial Shields, Homing Missiles, and Raritanium [4].

HELPDESK INFO

RARITANIUM

Raritanium Ore is a valuable resource that can be found in the depths of space, and deep underground on a few planets. Because of its use in constructing Ship parts, it is a common currency when purchasing Ship Upgrades. Try and collect as much as you can!



Don't forget that the Fighter Ship is also equipped with Turbo Boost. Holding down the □ button will activate the Ship's afterburners, which will temporarily give it a Boost of speed. When the bar on the right is depleted, you will not be able to use the Turbo Boost until it recharges [5].

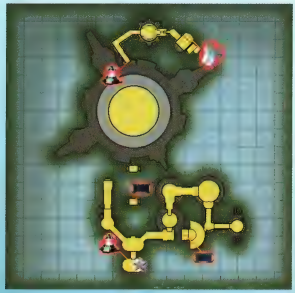
As soon as the first wave of Thugs-4-Less Fighters has been eliminated, a second wave of 20 enters the fray. Continue to concentrate on taking them out, while collecting any Raritanium you can find. The battle is fierce, but nothing you can't handle. When the last enemy is defeated, Ratchet will continue on to the Maktar Nebula [6].

Maktar Nebula

Maktar Resort

Maktar Resort – entertainment capital of the Bogon Galaxy. Known for its anything goes attitude and non-stop excitement, this space sanctuary is also home to Megacorp's most popular show – the Gladiator Games! It seems that the Thief and his hired Thugs-4-Less brutes have decided to send Megacorp a message, by towing a Jamming Array into the Maktar's orbit in order to disrupt the Games' broadcast. Ratchet is going to have to find a way to take out the Array and, while he's here, he might as well enter the Games and see what kind of prizes he can win.

Level Data



Missions:

1: Find a Way to the Thugs-4-Less Jamming Array
2: Destroy the Signal Transponders
3: Win the Battle Arena
4: Repair the Energy Bridges

Weapons:

None

Items:

1: Electrolyzer: Reward for completing the Battle Arena Challenge

Gadgets:

None

Platinum Bolts: 2

1: At the top of a small crane platform on the way to the Battle Arena.
2: On the Jamming Array, in the air above a jump pad near the limo. Clank is required to retrieve.

New Enemies:

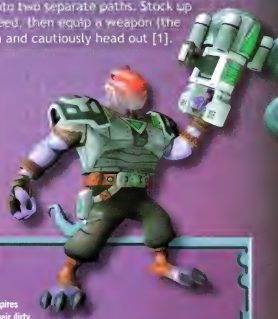
1: Thugs-4-Less Brute
2: Megacorp Chickenbot
3: Megacorp Gladiator
4: Chainblade
5: B2 Brawler

Mission 1: Find a Way to the Thugs-4-Less Jamming Array

Ratchet has two key Missions on Maktar Nebula. The first is to find a way to get to the Jamming Array that the Thugs-4-Less have towed into the Nebula's orbit. From the landing pad, there is a ramp leading down to the Resort square, which then branches off into two separate paths. Stock up on any Ammo you might need, then equip a weapon (the Lancer or Chopper will do) and cautiously head out [1].

TIP

These light posts, spotlights, machinery, and floating satellites around the landing pad and down into the square can be smashed for Bolts.



HELP DESK MONSTERPEDIA

THUGS-4-LESS BRUTE

Big, strong, and incredibly stupid, the Thugs-4-Less Brute is everything that a young thug aspires to be. They attack by firing a burst of rockets or by deploying Megacorp Chickenbots to do their dirty work for them. The best defence against these goons is to use long-to-medium-range weapons, such as the Lancer or Chopper, and target them from a distance. Make sure to keep the strafe button L2 or R2 held down and jump or move from side to side to avoid their fire.

A new enemy will come from behind a stack of Crates down at the square. This Thugs-4-Less Brute has a huge gun that is capable of firing out robotic chickens, as well as a burst of rockets. Stay back and use the Lancer or Chopper to target him from a safe distance. If you're adept, you should be able to knock him back into the stacked Crates behind him, one of them being an Explosive Crate, which will detonate and finish him off with its blast [2].

HELP DESK

EXPLOSIVE CRATES

These red-colored Crates are packed with enough explosives to cause harm to anything within a few feet of them. They are motion sensitive and will start their detonation process if someone or something gets too close. When the detonation process has begun, the Explosive Crates will flash and count down four warning buzzes before exploding. The best way to handle these unstable Crates is to either trigger them, by lightly brushing next to one and then retreating a safe distance or, better yet, staying back and throwing the Omniwrench at one from a safe distance. Explosive Crates can also be used offensively. Try to detonate them from afar when an enemy is near one using one of Ratchet's long-range weapons.

Clear out the square, collecting all of the Bolts and Ammo you can find, then take the right path. Ratchet will encounter a pack of Megacorp Chickenbots along the way. These swarming robotic fowls can be dispatched with the Wrench fairly easily, although you can use the Chopper in order to keep working on upgrading it [3].

MEGACORP CHICKENBOT

The Chickenbot was Megacorp's response to the overabundance of chickens left over from the use of the Gadgetron Morph-o-Ray. These chickens have been transformed into walking death machines by Megacorp's hard working corps of engineers, and will surround and chomp at their prey with their sharp metallic teeth if given the opportunity. Both short and long-range weapons work well against them, as does the Omniwrench.

At the end of the path, Ratchet will come to an obstruction. Indicated by the glowing Tractor Target, the column blocking the path can be moved out of the way with the Tractor Beam. Pull it from the doorway, then head inside [4].

The robot walking around in here is a Megacorp Inspector Bot. This guy is on maintenance duty, and only he can gain access further inside. If you walk Ratchet onto the footpad in front of the doorway in here, you will get a message telling you so. Luckily, the Tractor Beam also works on him. Use it to latch on to the Inspector Bot, and carry him over to the footpad. Doing so, will open the doors, letting Ratchet through [5].

Continue through the doorway and into the next area where you will find a Tractor Bomb in the middle of the room. As soon as you attach the Tractor Beam to it, it will start its detonation process. Once this happens, you have approximately nine seconds to place it in front of the object you want to blow up, then get the heck out of there. Before you even think about doing so, clear the hallway to the right free of Chickenbots [6].

Next, use the Tractor Beam to grab the Tractor Bomb and quickly make a beeline down the hallway toward the glass doorway at the end. You should just have enough time to get there, detach the Tractor Bomb in front of the doorway (by pressing the ○ button, and start running away before it explodes, breaking the glass in the process [7].

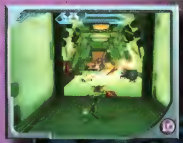
Have a weapon ready and be prepared to take out a Thugs-4-Less Brute inside the next room. As soon as you've done so, find the Inspector Bot (which should be roaming the halls) and use the Tractor Beam to carry him inside. If you move him onto the footpad in here, it will activate a Tractor Beam Sling Shot, which you can then rotate toward the doorway up on the ledge to the right, and then pull back as far as you can until it launches him away. He should land on a footpad up top, which will open the doorway beyond. If he doesn't make it up there on the first attempt, just try again [8].

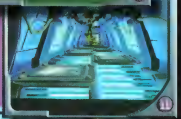
Hop up the ladder to the doorway, then take a moment to try your luck up here for some extra goodies. Each pull of the machines on either side of the doorway will cost Ratchet ten Bolts, but the monetary risk is worth the reward. Winnings include Nanotech, extra Bolts, and Ammo. If the bars come up with three Explosive Crates, the machine will explode and reveal a couple of Chickenbots inside [9].

The next hallway is filled with Chickenbots. Don't be lured into it, as there is a Brute on the other side of the doorway beyond. Stick with the Chopper and mow 'em all down from the end of the hall [10]. The glass doorway to the right blocks Ratchet's path, but he can head down the opposite hall to the left. The glowing tubes along the hall's floor are searing hot to the touch, so carefully Double Jump from moving platform to moving platform to get through to the other side [11].

A second Tractor Bomb is in here, and you are going to have to carry it back across the moving platforms and detach it in front of the glass door in the other room. Equip the Tractor Beam and grab the Bomb, then quickly hop across the platforms toward the door. You should have just enough time to detach the Bomb before it detonates. Try to execute single jumps across the platforms, which will shave off a few seconds [12].

Jump down to the next area outside, then take a few moments to collect the Bolts from the breakables and Crates around the perimeter. In the center of the area, there is another Tractor Bomb, which is resting inside a Tractor Sling Shot. In front of the Sling Shot is a force field obstructing Ratchet's path. To the left and right of the force field are hovering satellites, which power the force field. Ratchet is going to have to launch multiple Tractor Bombs at the satellites, in order to destroy them and deactivate the force field [13]. Start with the lower one on the left. Attach the Tractor Beam to the Bomb, then spin the Sling Shot around and aim at the lower satellite. It takes approximately eight steps backward to pull the Sling Shot far enough in order to connect the Bomb with the satellite. If you miss, the Bomb will reappear and you can try again [14]. To reach the higher satellite, aim the Sling Shot at it and pull the Bomb back all the way until it launches itself. Repeat with the two on the other side to completely deactivate the force field. When the path is clear, hop into the waiting limo and press the △ button to be whisked away to the Jamming Array [15].





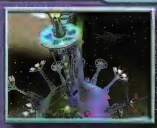
Mission 2: Destroy the Signal Transponders

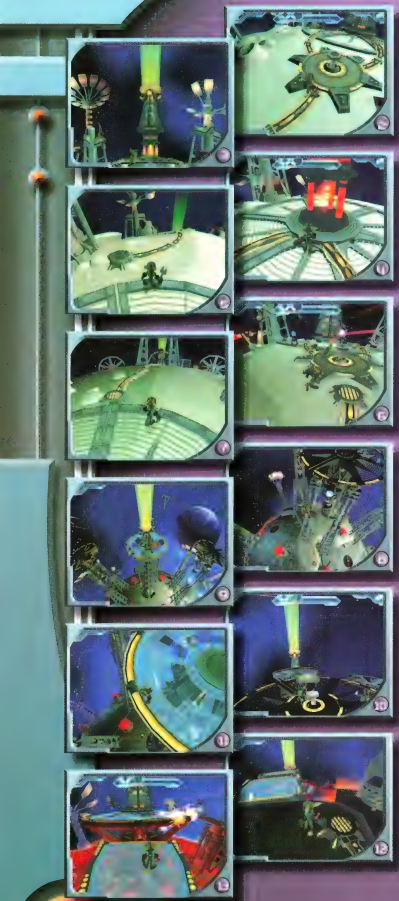
When Ratchet lands on the Thugs-4-Less Jamming Array, he is going to have to locate and destroy six Transponders. These Transponders are placed across the landscape in varying positions, and can be located by the green beams of light shining from their tops [1].

HELP DESK INFO

SPHERICAL WORLDS

The Rogan galaxy is teeming with planets, stars, moons, and infinite numbers of uncharted constellations. During Ratchet's travels as an elite Megacorp Commando, he will come across a few special planets and moons that can be circumnavigated — he will actually be able to completely run around them while the ground and environment rotates beneath him. While the perspective might be different, your controls remain the same.





Transponder #1

The Bolt sticking out of the ground here is a Bolt Crank and, in this case, it is used to reveal the Transponder Rods in front of it [2]. Before using it, clear out the pack of Chickenbots surrounding the Transponder, then press the □ button to attach the Wrench to the Bolt, then move the left analog stick in a counter-clockwise position until the Transponder Rods have been exposed [3]. Now, all it takes is one swipe of Ratchet's Wrench at the Rods to destroy the Transponder [4]. One down, five to go!

Transponder #2

The second Transponder is close by, straight ahead from the first. Use the lighted strip along the ground here to guide you directly to it [5]. When Ratchet arrives, first clear out the Chickenbots, then use the Bolt Crank here to expose the Rods [6]. That's two down, four to go!

Transponder #3

Follow the next lighted strip to the right of the second Transponder you just destroyed [7]. This leads to a jump pad. Stepping on the pad, then jumping, will launch Ratchet high into the air. As soon as he reaches the top of the jump, start pressing the left analog stick forwards, moving Ratchet toward the high platform directly ahead of him [8]. Have a weapon at the ready when he lands, as there is a pack of Chickenbots, as well as a Megacorp Security Robot roving around it. There is another jump pad up here, which will launch Ratchet even higher in the air. Once airborne, move him toward the third Transponder, which is located in the center platform [9]. There will be a few MSR's waiting for him when he lands. The Bolt Crank can be found on the platform directly in front of the Transponder platform. Use the jump pad to launch over to it, take out the Chickenbots, Crank up the Rods, then jump back and destroy the Transponder [10]. Three down, three to go!

Transponder #4

Drop back down to the ground to the left of side of the Transponder platform you just destroyed [11]. There should be a lighted strip on the ground here that will lead Ratchet to a series of transparent platforms over the Jamming Array's heated surface. These platforms are slightly unstable and will wobble under Ratchet's weight, so tread carefully [12]. When you reach the Transponder platform, take out the 'bots from the last platform with the Lancer or Chopper. When it's all clear, hop over and use the Bolt Crank on the right platform to expose the Transponder's Rods [13]. Four down, two to go!

Transponder #5

Continue across the second set of transparent platforms and back onto solid ground. Just on the other side, you will find a jump pad [14]. Use it to launch Ratchet up to the platform above and take out the Chickenbots when he lands – the Transponder platform should be dead ahead. To get to it, cross the transparent platform, taking out the Bots on the other side, then Double Jump across the next transparent platform and over to the Bolt Crank. You know what to do from here [15]. Five down, one to go!

Transponder #6

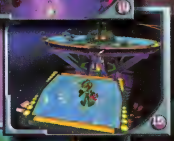
From the Transponder platform you just destroyed, drop back down to the ground from its right side. A final lighted strip will lead Ratchet to yet another jump pad [16]. Be ready for another pack of Bots up on the platform above, then use the jump pad to get to the Transponder platform [17]. Finally, clear out the MSR's, then Double Jump across the transparent platforms to get to the Bolt Crank. A few last turns of the Wrench will expose the Transponder's Rods, allowing you to disable the final one [18].

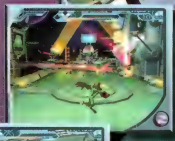
On the way back to Maktar Resort, Ratchet receives a transmission from Fizzwidget. It seems that he has figured out a way for Ratchet to infiltrate the Thugs-4-Less operation. Showing him an advertisement for the Desert Riders (a Thugs-4-Less biker gang), Fizzwidget was able to pull some strings and get Ratchet temporary membership into the most grueling race in the galaxy – which just happens to be the number one leisure choice for Thugs-4-Less. Before signing off, Fizzwidget downloads the coordinates for the desert planet Barlow.

Mission 3: Win the Battle Area

The limo drops Ratchet back off at the entrance to the Tractor Bomb area. Follow the path back to the square, taking out any and all enemies encountered along the way, then head down the path to the left [1]. At the end, three Thugs-4-Less Brutes will attack. Stay as far back as possible, strafing to avoid their rocket fire, while using the Chopper or Lancer to take them out. Try to stick with the Chopper, as you will want to get it upgraded as quickly as possible [2].

You can also opt to try your luck and win some more Bolts, Ammo and Nanotech from the row of machines along the path. When you're ready, take the elevator at the end of the path up to the next level. Up top, Ratchet will find a Brute with his back turned toward him. Take him out, then continue to use the Chopper to eliminate the Chickenbots and two other Brutes down at the other end. When the dust has settled, hop into the waiting limo, which shuttles Ratchet to the next area [3].





TIP

These hand icons on the side of the platform indicate that there is a hand-hold along the ledge of the wall. Whenever you see these icons, you will know Ratchet will be able to grab hold and then use them to either pull himself up to the next elevation, or shimmy from side-to-side. To grab the ledge, position Ratchet in front of it and press the ✕ button. To drop back down, press the R1 button. To hoist Ratchet up to the platform above, press the ✕ button a second time.

Grab the ledge then shimmy Ratchet to the left until he reaches the ladder. From here, just continually jump him up it, until he reaches the ledge above.

Up top, he will come face-to-face with a group of Brutes. In addition to the ones on the ground, more will be continuously warped in from the small ship hovering in the air above. Use the Chopper and take out as many as you can from the relatively safe position of the first platform. When you can no longer target them from the first platform, jump over to the second and strafe while continuing to shoot them. If you are using the Chopper, Ratchet won't be able to run while shooting. To avoid the Brutes' fire, jump to the left or right while holding down the L2 or R2 strafe buttons. Hang in there, eventually, the Thugs will stop warping in and the ship will explode [4].

The first of Vidicon's Platinum Bolts can be found up on the south cross platform to the right. Locate it, then jump to get up there and grab it! If you can't make the jump, return once you have Clank to get up there easily.

Continue down the path until you reach what looks like a dead end. The two walls on either side actually form a "Jump Slot", allowing Ratchet to jump from side to side to get up to the top [5].

HELPDESK INFO

WALL JUMP

To execute Ratchet's Wall Jump move, look for "Jump Slots" — areas where there are two walls located close to each other. The idea is to get between them and jump toward one wall, then jump again as Ratchet hits the wall, using the first wall to launch himself toward the second. You can continuously string these jumps together until Ratchet reaches the top.

Through the doorway up top, Ratchet will find himself looking down into a room filled with Thugs. Enter just into its threshold, then equip the Gravity Bomb and use the first-person perspective (hold down the L1 button) to aim a few Bombs their way. Collect the Bolts left behind, try your luck for a few more, then head outside [6].

Another wave of Thugs will warp in and attempt to take out Ratchet. As before, use the Chopper and/or Lancer to return the favor. Be careful when jumping from side to side to avoid their fire, as you don't want to fall off the ledge [7].

Inside the room at the end of the path are a bunch of Crates, as well as a Megacorp Vendor. If you have enough Bolts, now would be a good time to purchase the Blitz Gun – it's virtually a requirement for the Gladiator Games. Make sure to stock up on any other Ammo you might be low or out of. Just beyond the Megacorp Vendor is the doorway leading to the Battle Arena. When you're ready, approach it and press the △ button to head inside [8].

HELPDESK: WEAPONS

BLITZ GUN

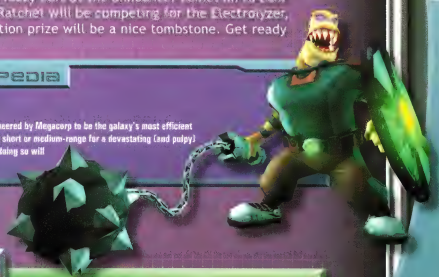
Great for clearing out packs of smaller enemies, the Blitz Gun fires a wide shower of scatter shot at its intended foes, with a powerful punch. Used mainly as a close range weapon, the closer an enemy is, the more damage it will receive. The Blitz Gun can be upgraded to the Blitz Cannon, which fires a large energy blast with a longer blast radius.

The roar of the crowd fills Ratchet's fuzzy ears as the announcer comes on to commence the evening's Mega battle. Ratchet will be competing for the Electrolyzer, a worthy prize. If he loses, his consolation prize will be a nice tombstone. Get ready to unleash some carnage!

HELPDESK: MONSTERPEDIA

MEGACORP GLADIATOR

These armored and shield-wearing aliens have been genetically engineered by Megacorp to be the galaxy's most efficient fighting machines. They wield a Chain-Mace which they can use from short or medium-range for a devastating (and pulpy) effect. Do your best to not get within range of their Chain-Maces, as doing so will most likely result in a hit upside the head.



Battle Arena

Gladiator Games

The Gladiator Games are a series of Battles that vary in rounds and objectives. While Ratchet will be initially playing for an item – the Electrolyzer – he can continually enter the Games to earn more Bolts. These Games are the best place to work on upgrading Ratchet's weapons and Nanotech, and rack up some serious cash. Even if you choose to leave the Gladiator Games at any time, you can always return to compete in more battles.

TIP

Ratchet can access the Vendor between each Challenge. Just press the ☐ button to bring it up before heading into battle.

Battle #1: Battle for the Electrolyzer

1st Prize: Electrolyzer ● 2nd Prize: 1,500 Bolts ● 3rd Prize: 500 Bolts

This first Arena Battle will last six rounds and pit Ratchet against waves of Chain-Mace wielding Gladiators, MSR's (chainsaw and flamethrower models), and PX6 Blade Balls. Use the Chopper for the Gladiators and MSR's, then pull out the Wrench when the Blade Balls appear.

Around round four, the Arena's hazards come on line. The first to activate are the gas jets. Watch out for the blue flames, which will spurt out from jets around the perimeter of the Arena. In round five, in addition to the gas jets, whirling blades of death appear around the center of the Arena. Avoid these at all costs.

In round six, a mixture of all types of enemies will appear. In addition, another set of whirling blades is revealed around the edge of the Arena. Do your best to stay as far away from enemies, avoid the hazards, and continually shoot the enemies. When the final enemy is eliminated, the battle will be over!

TIP

Watch for Ammo and Nanotech Crates to pop out of Crate dispensers around the edge of the Arena. This is the only way Ratchet will be able to replenish his stores during a battle. A good strategy for collecting all of the Ammo and Bolts during a battle is to leave one enemy standing, giving you time to collect everything while easily avoiding it.

HELP DESK ITEM

ELECTROLYZER

This handy device can turn even the most technically challenged into a full-fledged electrician. The Electrolyzer allows you to repair broken pieces of machinery at the flip of a switch (well, switches that is). This item only works on pieces of equipment that have Electrolyzer Targets attached to them. To use it, approach the Target and press the △ button. The screen will show the Connectors that must be flipped in order to allow the electrical current to pass through. Pressing the ○ button will flip the Connectors, and you will have to make sure each Connector is flipped the right way when the current flows across it.

Battle #2: Hazard Challenge — Watch Your Step!

1st Prize: 1,500 Bolts ● 2nd Prize: 500 Bolts

This second Battle Arena will last five rounds and pit Ratchet against waves of mixed enemies. The main differences between the Electrolyzer Battle and the Hazard Challenge are that the hazards are continuously turned on and there are more enemies thrown at you. As before, do your best to avoid the myriad hazards all about the Arena and use the Lancer or Chopper for the big enemies, and the Wrench on the smaller, Blade Balls.

Battle #3: Chainblade Challenge

1st Prize: 4,000 Bolts 2nd Prize: 1,200 Bolts 3rd Prize: 500 Bolts

This third Battle Arena challenge pits Ratchet against Maktar's meanest, most cantankerous Gladiator, Chainblade. This HUGE thug keeps his prized namesake weapons extra sharp. He has two basic attacks, but both are extremely deadly. The first is to slice at Ratchet with both blades. You will know when he is about to launch this attack, as he will charge up close and pull back with his blade. Wait for him to pull back, then execute a Double Jump to jump over the blade as it slices through nothing but thin air.

For his second attack, he will hover in the air and send one of his chained blades hurling toward Ratchet. As before, watch for him to pull back as he is about to strike and use that motion as a cue to Double Jump over it.

Now, for the offensive, the best weapon currently in your arsenal to use against Chainblade is the Blitz Gun. Keep the strafe button held down so Ratchet is facing Chainblade and let loose a shower of Blitz Gun fire at the beast. You will be able to continually fire at Chainblade while Double Jumping over his attacks. The closer you are to him, the more damage the Gun will inflict. It takes about 25-30 shots, but he will go down quickly.

Battle #4: Time Challenge — Kill 30 Enemies in 30 Seconds

1st Prize: 1,500 Bolts 2nd Prize: 500 Bolts

Instead of rounds, this challenge will only last 30 seconds, and you will have to take out 30 enemies before it runs out. The best weapons for the job are either the Lancer or Blitz Gun. If you use the Lancer, instead of strafing and aiming at specific enemies, just keep the weapon firing a continuous stream of bullets and run in circles, aiming for any enemies you can find. This will clear the Arena much quicker than if you tried to target them individually. As for the Blitz Gun, the same basic philosophy applies. Instead of trying to target individual enemies, aim for groups and take them out with its scatter shot.

Battle #5: Battle the B2 Brawler

1st Prize: 5,000 Bolts 2nd Prize: 1,500 Bolts 3rd Prize: 500 Bolts

Like the Chainblade Challenge, Ratchet will be going up against Maktar's second most heinous Gladiator — the B2 Brawler. This robotic brainiac also has two separate attacks, but these are a lot tougher to avoid. His first will be a series of energy blasts from his very large and lethal guns. The best way to survive this attack is to keep the strafe button held down and constantly run to the right or left, avoiding their blasts. As with Chainblade, hold down the Strafe button and use the Blitz Gun to constantly send a barrage of fire the Brawler's way while avoiding its blasts.

The B2 Brawler's second attack involves its extremely long legs. The Brawler will collapse onto the ground, its four legs spreading in every direction, then start to rotate them counter-clockwise. If Ratchet comes into contact with one of its legs, he will be propelled to one side, taking damage and possibly falling off the Arena and into the deadly electrical field around its perimeter. As before, keep the strafe button held down and do your best to run away and avoid the legs and any shots it fires off. It's also possible to jump over them, but it's a bit risky. The best weapon to use during this portion of the attack is also the Blitz Gun, following up with the Gravity Bomb if you run out of Ammo.

Battle #6: Time Challenge — Kill 60 Enemies in 60 Seconds

1st Prize: 2,000 Bolts 2nd Prize: 600 Bolts 3rd Prize: 500 Bolts

Like the previous Time Challenge, Ratchet is going to have to eliminate a specific number of enemies in a specific amount of time – this time it's 60 enemies in 60 seconds. As before, start with the Lancer and keep firing while moving Ratchet about in a circle, trying to hit as many enemies as possible. If and when you run out of Lancer Ammo, switch to the Blitz Gun and continue on the rampage. Just concentrate on tracking down every enemy as quickly as possible and the Challenge will be beaten before you know it.

TIP

If you can't see the enemies at which you are shooting, you can quickly reset the camera behind Ratchet by tapping the L1 button.

Battle #7: Mega Challenge!

1st Prize: 3,000 Bolts 2nd Prize: 900 Bolts 3rd Prize: 500 Bolts

This Arena Battle lasts ten rounds and will throw everything but the kitchen sink at Ratchet. In addition to the multiple waves of Gladiators, MSR's and Blade Balls, the hazards will all be active. There will also be no extra Nanotech or Ammo given during the Challenge. Start with the Chopper and move on to the Lancer when you run out of Ammo. These two alone should get Ratchet through nine of the ten rounds. Just do your best to stay away from the enemies, shooting them from afar, and avoiding the hazards.

When the tenth round starts, Chainblade will re-enter the Arena. Quickly switch to the Blitz Gun and go to work. Remember to start your Double Jump over his blades just as he winds up for the attack and you should be just fine.

Battle #8: Limited Weapon Challenge — Use Only 300 Heavy Lancer Shots

1st Prize: 3,000 Bolts • 2nd Prize: 900 Bolts • 3rd Prize: 500 Bolts

This 15 round Battle is fairly tough, as you have to be extremely conservative with your Heavy Lancer Ammo. You will only be able to use the Heavy Lancer during the Challenge, and you can only shoot it 300 times. This Challenge requires cleverness and agility to win, as you must pit the enemies against each other in order to complete the Challenge with the allotted amount of Ammo. The way to go about this is to lure a pack of Gladiators and/or MSR (chainsaw models) together, get in between them, then Double Jump over them, getting them to swipe at Ratchet with their weapons. If you are adept enough, instead of hitting Ratchet, they will hit each other. Repeat this process over and over during each round, until there is just one enemy left standing. Now you can use the Lancer and shoot the final one.

The only other time you should break out the Lancer is against the Blade Balls and flame throwing MSR's. For some reason, the MSR's flamethrowers only inflict damage on Ratchet and not other enemies. Trying to get another enemy to strike one becomes a lot more difficult when they enter into the mix, as their flamethrowers are consistently firing, making it tough to get close enough to lure another goon to attack. Whenever you do shoot them and the Blade Balls, conserve your Ammo by shooting single shots. Blade Balls take one hit each to destroy while MSR's take three.

Battle #9: Tag Team Battle— Chainblade and B2 Brawler

1st Prize: 3,000 Bolts • 2nd Prize: 1,800 Bolts
3rd Prize: 540 Bolts • 4th Prize: 500 Bolts

This battle pits Ratchet against both Chainblade AND the B2 Brawler. As with the Battles before, the best weapon to use against them is the Blitz Gun. Unfortunately, the Blitz Gun doesn't hold enough Ammo to take them both down, but it will do enough damage that the others can finish the work. Remember each enemy's pattern — Chainblade will strike on the ground, while hovering, and the B2 Brawler will first fire off shots, then collapse and start rotating its legs. The Battle starts with Chainblade. He will unleash his usual attacks for a few moments, allowing you to take off at least half of his health meter, then he will tag out and B2 Brawler enters the Arena. Keep the Blitz Gun equipped and go to work on it, avoiding its shots and then its legs. It, too, will tag out after a few moments and Chainblade will return.

The Battle will continue with the two behemoths tagging out until each is destroyed. When you run out of Blitz Gun Ammo, switch to the Lancer for Chainblade and use the Gravity Bomb on the Brawler. The Chopper/Multi-Star is also a great weapon to use here. Eventually both beasts will go down for the count.

Battle #10: Endurance Challenge!

1st Prize: 2,000 Bolts • 2nd Prize: 600 Bolts • 3rd Prize: 500 Bolts

This Mega Challenge is stretched over 20 rounds of mayhem. In addition to waves of Gladiators, MSR's, and Blade Balls, you are going to have to contend with the hazards on. Thankfully, Chainblade and the B2 Brawler do not make an appearance.

Being semi-conservative with your Ammo is the key to winning this challenge, using the Wrench against the Blade Balls and shooting controlled bursts of the Lancer. Also, keeping an eye on Ratchet's Nanotech is imperative, as you won't be getting any extra during the course of the battle.

Battle #11: Ultimate Challenge!

1st Prize: 7,000 Bolts • 2nd Prize: 2,100 Bolts
3rd Prize: 630 Bolts • 4th Prize: 500 Bolts

Trust us, this Challenge is tough! The Battle consists of 16 rounds of pure pain with two, count 'em, TWO appearances of Chainblade and the B2 Brawler in rounds six and 11 respectively, and then again in rounds 15 and 16. While you will have an easier time if you come back and tackle the Challenge when Ratchet has more weapons and Nanotech, it's not impossible to complete it now. Make sure to collect the Ammo as often as possible, especially after beating Chainblade and the Brawler the first times, as you will need every bit of Blitz Gun Ammo you can scrounge. If you've upgraded it, the Multi-Star can make quick work of Chainblade and the B2 Brawler. If the Ammo Crates stop coming out, return to the Challenge when Ratchet is better suited to complete it.

End

TIP

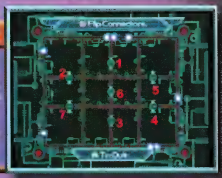
IOn general, you can return to the Battle Arena once you've aquired the Miniturret Glove and take care of business. This weapon pretty much will shread Chainblade and B2, and also allow Ratchet to create a "fort" in the center of the Arena surrounded by Turrets.

Mission 4: Repair the Energy Bridges

It's time to take leave of Maktar Resort and head to the next destination. Unfortunately, the energy bridges from the Arena exit aren't working. Luckily, Ratchet won the Electrolyzer in his first Arena Battle, which will allow him to do the job. Approach the fizzing Electrolyzer Target and press the △ button to activate it [1]

ELECTROLYZER PUZZLE # 1

This Electrolyzer Puzzle is fairly easy. The flowing surges of electricity need to pass through the Connectors, which have to be flipped in the correct position when the electricity passes through by pressing the ○ button. If the Connector is not bridging the gap when the electricity reaches it, you will fail and have to start over. As soon as one half of electricity passes through a Connector, both it and the Connector will disappear. As a general rule, try to keep your eyes on the whole screen, not concentrating on one area of any given time. The accompanying screen shot shows the order in which the Connectors must be flipped.

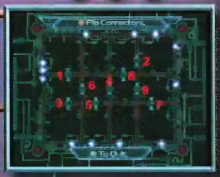


As soon as the Electrolyzer puzzle is completed, the energy bridge will be operational. Run across its length and over to the next platform [2]. There's a second Electrolyzer Target that needs repairing.

On the next platform, Ratchet finds a picture booth. Deciding to take a few pics for Clank, the screen changes into an image of the Thief, who is holding Clank hostage. The Thief tells him to return to his own galaxy, and then shows Ratchet what will happen if he doesn't by zapping harmful electricity coursing through Clank's metallic innards. This succeeds in only angering Ratchet, who downloads a new set of coordinates to the planet Endako where Clank resides.

ELECTROLYZER PUZZLE # 2

This Electrolyzer Puzzle is a little more complex, with nine Connectors instead of seven. Refer to the screen shot to see the order that they need to be flipped.



Now that the bridge is fixed, return to the Ship and set the coordinates for Planet Endako... Clank needs your help!

Turn to Planet Endako, Megapolis page 38, to continue

Returning From Planet Endako, Megapolis, page 50

PLATINUM BOLT

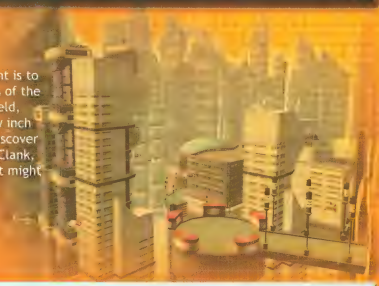
Now that Ratchet and Clank are returned, the two can retrieve this area's second Platinum Bolt, which is hovering in space, high above the Jamming Array. To get to the Array, take the path to the right and fight your way back to the Base. Once on the Jamming Array, locate the small platform that is directly behind and to the left of the Base (the device's side). Now that Ratchet can execute a Boost Jump, he will be able to jump high enough to grab the platform's edge from on top of the raised section of ground behind it. High in the air, directly above the jump pad, is the Platinum Bolt. Just jump from the pad, and Ratchet & Clank will be catapulted high enough in the air to grab the prize. Hop back to the Base and head to the Ship, planet Barlow awaits!

Turn to Planet Barlow, Vukovar Canyon, page 51, to continue.

Planet Endako

Megapolis

The most pressing matter at the moment is to find and rescue Clank from the clutches of the Thief. Not knowing where he is being held, Ratchet is going to have to search every inch of the bustling metropolis in order to discover his whereabouts. In addition to finding Clank, a quick visit to his penthouse apartment might prove beneficial.



Level Data

Missions:

1: Rescue Clank from the Thief
2: Repair Clank
3: Free Ratchet
4: Visit Clank's Apartment

Weapons:

1: Pulse Rifle: Cost: 20,000 Bolts — Max Ammo: 8 Shots
Ammo Cost: 50 Bolts per Shot

2: Miniturret Glove: Cost: 25,000 Bolts
Max Ammo: 20 Turrets — Ammo Cost: 15 Bolts per Turret

Items:

1. Hydro-Pack

Nanotech Boost:

1: Behind sealed door in crane challenge — need Infiltrator to open

Gadgets:

1: Swingshot: Cost: Free
2: Grindboots: Cost: Free
3: Heli-Pack: Cost: Free
4: Thruster-Pack: Cost: Free

Platinum Bolts: 2

1: In a hidden room inside the second Crane challenge
2: At the bottom of a ledge on the way to Clank's Apartment

New Enemies:

1: Megacorp Laser Bot
2: Megacorp Sweeper Bot
3: Megacorp Rivet Bot
4: Thugs-4-Less Leader (Helicopter)

Mission 1: Rescue Clank from the Thief

No time to waste! Grab the goods from the Crates around the Ship and landing pad, then head down to the Vendor to do a little shopping [1].

If you were pretty thorough in the Gladiator Games on Maktar Resort, then you should have enough Bolts for at least one of the two offerings. Start with the cheaper of the two and purchase the Pulse Rifle [2].

HELP DESK WEAPONS

PULSE RIFLE

Blargian favorite, the Pulse Rifle can be used to pick off enemies from far away. Equipped with a magnifying scope that can zoom in on targets from great distances, this sniping weapon is the perfect choice for eliminating pesky enemies while staying out of their range of fire. To use the Pulse Rifle's zoom feature, hold down the **L1** button to enter into its first-person mode, then use the **R1** and **R2** buttons to zoom in and out.

After making the purchase, take the path to the left. As Ratchet approaches the doorway, the floating camera above activates one of Megacorp's Laser Bots. This spinning mechanized sanitation bot has a far-reaching laser. Stay back and use the Chopper to slash it into bits [3].

HELP DESK MONSTERPEDIA

MEGACORP LASER BOT

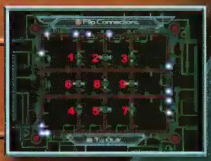
The Laser Bot was originally designed to get out those "hard to clean" stains. Using its spinning laser, it makes sure that public areas are clean and sanitary for the population's protection. Unfortunately, due to malfunctioning circuitry, these robots can't tell the difference between dirt on the ground and dirt on an individual, and will attempt to "wipe clean" anything that moves. Stay out of range of its spinning laser and use a medium to long-range weapon to take it out.

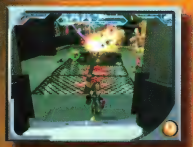
TIP

The lampposts and the floating cameras can be destroyed for Bolts.

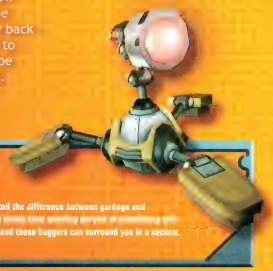
ELECTROLYZER PUZZLE #1

Inside the doorway where the Laser Bot appeared is an Electrolyzer Puzzle. This one is actually really simple as the first three Connectors are in order from the top left to right. See the accompanying screen shot for the complete order.





Inside, Ratchet will find a new enemy to contend with – the Megacorp Sweeper Bot. Stay back and keep using the Chopper to take them out, as it should be nearing or at its upgrade [4].



HELP DESK: MONSTERPEDIA

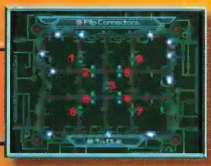
MEGACORP SWEEPER BOT

Due to yet another Megacorp blunder, these malfunctioning robots have lost the ability to tell the difference between garbage and organic life. Spinning around with their trio of annoying environmental arms, emitting sound waves that sensibly destroy all surrounding matter, get hurt. It's not advisable to get in close and personal, as their arms are surprisingly fast and these buggers can surround you in a second. Instead, stick with medium to long-range weapons and create some trash of your own.

Continue through the facility, taking out the 'bots as you encounter them, and then use the Electrolyzer on the Target to get the Crane at this control console back online [5].

ELECTROLYZER PUZZLE # 2

This Electrolyzer Puzzle is not too difficult, and the first four out of the nine Connectors are flipped in diagonal order from top left to right. See the accompanying screen shot for the complete order.

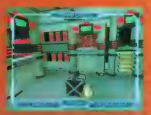


As soon as the Crane is back online, approach the console to activate it. When you do so, the camera perspective will switch to the Crane Cam, showing the Crane in the connecting room. You will also have complete control over the Crane, and will be able to move and position it in any direction, as well as pick up and drop items. You can move the Crane by pressing the left analog stick in any direction. You can lift or drop it by pressing the ✕ or ☐ buttons. If you want to exit the controls, press the △ button [6].

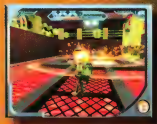
The object of this first Crane room is to pick up the large crate and move it over to the elevated doorway along the left wall. Doing so, Ratchet will then be able to use it as a stepping block to get up to the doorway and continue on [7].

TIP

You can drop the large crate on top of the Sweeper Bots to eliminate them without having to get Ratchet's paws dirty.



As soon as the crate is in position, exit the controls and jump on up and into the next room. Take out the Laser Bots inside here, then head across the grated walkway, being sure not to drop off its sides and onto the searing hot pipes [8].



Around the corner is the perfect opportunity to try out the Pulse Rifle. Once it is equipped, press and hold down the **L1** button to go into the first-person perspective. While in this perspective, you can zoom in on objects and enemies by pressing down the **R1** button. To zoom back out, press and hold down the **R2** button. When the targeting crosshair flashes red in its middle, you will know you have a bead on the enemy. Aim at the Laser Bot in the distance and take it out. Next, zoom in a little more and take out the large Rivet Bot even farther out [9].

HOLOGRAM MONSTERPEDIA

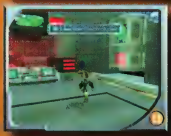
MEGACORP RIVET BOT

Look out! This robot's gone rogue. Though originally designed to aid in construction, some of these robots have been modified to act as security robots as well. If you get too close, they will fire a series of six rivet shots your way. Stay back and use long-range weapons, such as the Pulse Rifle or Lancer, to take them out.

TIP

The red lights along the walls in Megapolis can be shattered for Bolts.

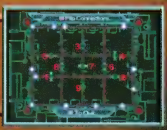
Continue across the floating platforms, then use the Pulse Rifle a second and third time to take out the next few Rivet Bots down the path and around the corners to the left [10]. As far as the other enemies encountered, if you've already upgraded the Chopper, it's a good idea to switch to another, such as the Gravity Bomb or Blitz Gun, and start working on that.

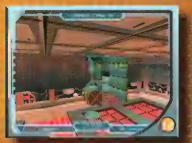


Continue to follow the path, Double Jumping over the gap and heading into the next facility. Inside, Ratchet will come across a third Electrolyzer Target [11].

ELECTROLYZER PUZZLE #4

This Electrolyzer Puzzle is all over the place, with Connectors that must be flipped in no discernable pattern. Refer to the accompanying screen shot to see the correct order .





Using the Electrolyzer brings the Crane online. Approach the Console and take the controls. This time, there are multiple rooms you can navigate through, and the Crane Cams will switch accordingly as you move the Crane from one to the next. The basic objective is to find a way to open the door next to the Crane console, which is temporarily vaulted shut. In addition, you will need to move the large crate at the room in the end over to the raised

doorway so Ratchet can continue. Start by picking up the large red explosive crate in the second room, then bringing it into the first room and dropping it in front of the vaulted door [12]. Dropping it causes it to detonate and blow the door [13].

TIP

For kicks, you can pick up the Laser Bot and use its laser to burn through the other Bots scouring the area.

PLATINUM BOLT

Before moving the large crate next to the elevated doorway in the last room, pick it up and bring it into the middle room, dropping it in front of this elevated doorway, which is obscured by the camera angle. Next, pick up the explosive crate and drop it directly on top of the large crate. This results in it blowing the unseen door, which will give Ratchet access to a small room up here. Leave the Crane console for a moment and grab the platinum prize.

Finally, return to the Crane console, pick up and move the large crate back into the first room and drop it just underneath the elevated doorway, then head on through [14]. There is a second locked door inside this middle room, but Ratchet does not have the tool he needs to get it open — you'll have to come back later [15].

Up top, stop short inside the doorway and use the Pulse Rifle to take out the two Rivet Bots in the next room. When they are eliminated, two sets of Sweeper Bots will enter the room. Take care of business, then take the elevator into the next hallway [16].

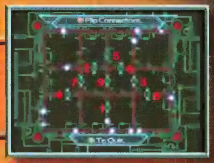
At the end of the hallway, Ratchet finally finds Clank strapped to a table. Before he can do anything, the Thief comes up behind him, pushes him into the room, then makes a hasty escape. Not concerned with the Thief for the moment, Ratchet rushes to help his little buddy.

Mission 2: Repair Clank

This mission will be over in a snap. Thankfully, Clank's fried circuits can be fixed with a little help from the Electrolyzer [1].

ELECTROLYZER PUZZLE #4

Activate the Target and then flip the corresponding Connectors. There are nine total and the Puzzle is fairly easy to beat. Refer to the accompanying screen shot to see the order in which they need to be flipped.



Clank has a full recovery, not remembering anything that happened to him. After some deducting, Clank surmises that the air vent is their only way out.

Mission 3: Free Rachet

HELP DESK: INFO

CONTROLLING CLANK

Being that Clank is much smaller, less agile, and not very strong, he can only do so much. This doesn't mean he's totally helpless. Here is a quick reference guide to controlling Clank.

WALKING/RUNNING

Much like Ratchet, Clank can be moved around the environment by pressing the left analog stick in any direction. The tighter you press the stick, the slower he will walk. Conversely, the harder you press on the stick, the faster he will run.

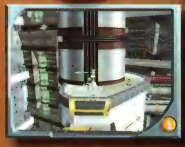
JUMPING

Pressing the (X) button will make Clank jump. Thanks to the handy work from Al at his RoboShack, Clank can Glide with his built in Heli-Pack upgrade. To perform a Glide, press the ✕ button to jump, then press and hold the ✕ button a second time after Clank is in the air.

ATTACKING

Clank can use his metallic fists to punch only the smallest of creatures. To punch, press the □ button. To execute a string of successive punches, press the □ button multiple times.

Thanks to the Thief, Ratchet is trapped inside the room. Now it's Clank's turn to take care of business and find a way to let the fuzzy guy out. On the other side of the air vent, Clank will find himself outside, overlooking a ledge beyond a large gap. This is the perfect opportunity to execute the Glide maneuver. To do so, jump off the ledge by pressing the ✕ button, then quickly press and hold it down a second time to slowly Glide down to the ledge beyond. If for some reason you don't make it the first time, there is a ladder that will return Clank back up to the top [1].



Punch out the few Sweeper Bots along the ledge here, then travel around its length to find a set of four tiny robots encased in glass containers. These little guys are actually Micro Bots, which, when released from their glass enclosures, can be enlisted by Clank to help him in his mission. Break the glass and set all four free [2].

MICRO BOTS

Similar to Gadgetron's Gadge-Bots, Megacorp Micro Bots can be controlled by Clank. Clank can command multiple Micro Bots at once, which come in varying shapes and sizes and perform a variety of functions. Commanding a Micro Bot is as simple as pulling up a command menu and selecting from a variety of color-coded commands. These include: SALUTE, FOLLOW, ATTACK, ENTER, and WAIT. To pull up the command menu, press and hold the △ button. Once the command menu is open, use the left analog stick to choose from any of the available commands. Specific commands will only be active for each particular Micro Bot, and only when they have been freed from their glass enclosures and are within eyesight of Clank.

SALUTE

Selecting SALUTE will order any and all Micro Bots within range to stop what they are doing and salute the little guy.

FOLLOW

Selecting FOLLOW will order any and all Mirco Bots within range to follow Clank. When they are following, the lights on their antennae will be green.

ENTER

Selecting ENTER will order any and all Micro Bots within range to enter into a Megacorp Micro Bot receptacle. When they are entering, the lights on their antennae will be blue (the ENTER command only works on the tiny Micro Bots).

WAIT

Selecting WAIT will order any and all Micro Bots within range to stop and hold their position. When they are waiting, the lights on their antennae will be yellow.

BUILD/RETRACT BRIDGE

The BUILD/RETRACT BRIDGE command will only be applicable to specific Bridge Bots. These amazing robots have the ability to stretch and contort their mechanical bodies into bridges. Selecting BUILD BRIDGE when facing a gap will order the Bridge Bot to make a bridge, allowing Clank and the rest of the Micro Bots to cross. When one is building a bridge, the light on its antenna will be purple. When you want to retract the Bridge Bot, the same command will change into RETRACT BRIDGE.

LIFT

The LIFT command will only be applicable to specific Lifter Bots. These incredibly strong robots can effortlessly lift large objects. Selecting LIFT when facing such an object will order the Lifter Bot to lift it, allowing Clank and the rest of the Micro Bots to pass by, under or through. When one is lifting, the light on its antenna will be orange.

If a Micro Bot is destroyed, it will be respawned back at the nearest glass enclosure. If so, make sure you go back and get it.

Now that the Micro Bots have been released, order them to FOLLOW and head toward the Laser Bot guarding the doorway [3]. When Clank gets close enough, order the Micro Bots to ATTACK. The tiny terrors will spring into action and take out the Laser Bot (and the one beyond) without a second thought. If any are destroyed, make sure they regroup before moving on [4].

Free the large Bridge Bot from its glass enclosure inside the smallroom, then make sure it is following the rest of the pack and head outside [5]. At the edge of this gap, order the Bridge Bot to BUILD BRIDGE. It will span the gap, allowing Clank and the other Micro Bots to walk across. Once all five have crossed, order the Bridge Bot to RETRACT BRIDGE to make sure all of the Micro Bots are in tow [6].

Inside this next room, order the Micro Bots to ATTACK the Laser Bot, then free the Lifter Bot from its glass enclosure [7].

Blocking their path is a large block. Thankfully, the Lifter Bot can easily pick it up so the rest of them scurry underneath. Order it to LIFT and it will do all work [8].

Continue outside and order the Micro Bots to AT the Laser Bot at the end of the platform. There is other gap here that the Bridge Bot can span. Order to BUILD BRIDGE, then head across and to the other Once there, order the Micro Bots to ATTACK one time, then order them to ENTER into the receptacle.

As long as Clank still has two of the little guys following him, the door beyond will open [9]. Leave your friendly little guys behind and head on through. The floor switch here will open the door, freeing Ratchet from his confines and reuniting the two [10].

Mission 4: Visit Clank's Apartment

HELP DESK: INFO

BACK PACK UPGRADE — HELI-PACK AND THRUSTER PACK

Now that Ratchet & Clank are officially reunited, Ratchet will have access to Clank's Back Pack upgrades. These upgrades, given to him during his last adventure, give the two the ability to jump farther and higher, glide long distances, and even swim faster. Clank has both a Heli-Pack and Thruster Pack upgrade, which basically execute the same moves. You can switch between them by pausing the game and selecting the Gadgets Screen. From here, you can choose the one you want to use and press the ✕ button to equip it. The new moves these upgrades give the two are the Glide, Boost Jump and Stretch Jump. To use the Glide feature, just hit the ✕ button to jump and then press and hold it a second time to Glide. To use the Boost Jump feature, press and hold the R1 button to first crouch, then press the ✕ button to jump. The Boost Jump will allow Ratchet & Clank to reach higher ledges and platforms than normal. To utilize the Stretch Jump feature, get a running start, then press and hold the R1 button and the ✕ button together. This move allows for maximum distance for jumping across gaps or just getting through a level quicker than running.

The next two ledges are too high for Ratchet to reach normally, but with the Thruster-Pack or Heli-Pack, all you have to do is hold down the (R1) button and press ✕ to execute a Boost Jump. Repeat a second time to get up the next ledge [1]. The Stretch Jump will get the two across this next gap. Start running then press and hold the (R1) button and the ✕ button together to leap across [2]. Finally, execute a Glide to get across this large gap. From up top, execute a Double Jump, then press and hold the ✕ button to Glide toward the ledge. Repeat a second time to Glide down to the circular area below [3].

Run around the circular ledge, collecting all the Bolts and Nanotech you can find, then step on the Translocator and press the △ button to be teleported back to the Megacorp Vendor in front of the Ship.

If you have saved up enough Bolts, this would be the perfect opportunity to purchase the Miniturret Glove. If not, move on and pick it up later [4].

HOLOPACK WEAPONS

MINTURRET GLOVE

This Glove gives its user the ability to toss out up to five Miniturrets, which will shoot out a constant stream of sweeping machine gun fire toward unsuspecting enemies until their chambers have been emptied. Great for surrounding yourself with an offensive perimeter, this Glove can help clear a room faster than you can say "Qwerktastic!" The Minturret Glove upgrades to the Minturret Glove, with the added functionality of auto-targeting rockets.

Clank's apartment can be found along the path to the right of the Megacorp Vendor. Unfortunately, the path is blocked by a force field. Fortunately, knocking over the trash can will send out a wave of Sweeper Bots, deactivating the force field in the process [5].

TIP

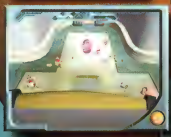
In addition to the many other breakable objects in Megapolis, these funky light fixtures can be busted for some extra Bolts.

Knocking over the next trash will have the same effect, except this time a Laser Bot comes out to clean the mess. In the next area, Ratchet & Clank will find a bunch more Sweeper Bots, as well as some steps leading up to a small room with a trash can in its middle. Knocking over the trash can will activate both Laser and Sweeper Bots, but it will also deactivate the force field blocking their progress. Use a good weapon, such as the Gravity Bomb (hopefully upgraded to the Mini-Nuke at this point) to clear the room quickly [6].

Back outside, the two will run into a Thugs-4-Less Brute inside a hovering Helicopter. He takes off, but it's most likely that you have not seen the last of him [7]. Continue down the path, across the floating platforms and jumping the gap around the corner, then head down its length until it ends [8].

PLATINUM BOLTS

What looks like a drop off here is actually a steep ledge that holds a waiting Platinum Bolt down at the bottom. Drop down (you can use the Glide feature to do so slowly) and grab it. Hop back up the ladder once it's been acquired and continue on.



Down below through the doorway to the left is yet another trash can. Instead of dropping down and facing the enemies mano y mano, why not use the Lancer in the first-person mode to knock it over, then toss a few Miniturrets down there or a few Bombs to take care of the Bots that appear. When the carnage is over, hop down and through the doorway [9].

The sound of the Thugs-4-Less 'Copter can be heard in the distance – he must be close by. There is also a Grind Rail and a green Versa-Target out here, but these things can't be used or accessed unless Ratchet has the right tools.

which he most certainly doesn't [10]. Instead, ride the elevator up to the next level. As soon as the two arrive, the Thugs-4-Less Brute flies off, leaving the two to contend with a few Laser Bots [11].

This room looks like bad news. There are a total of six doorways here and two trash cans. And, out of these six doorways, you know that at least five of them will spew Laser and Sweeper Bots once the trash cans have been knocked over. If you have purchased the Miniturret Glove, toss a Miniturret in front of each door BEFORE knocking over the cans. As soon as they are in place, set the Bots free and watch as they are all caught in the crossfire. If you don't have the Miniturret Glove, use the Lancer or Gravity Bomb to take out the Bots quickly [12].

Mission 5: Shoot Down the Thugs-4-Less Ship

Mini-Boss Battle

At the end of the walkway, Ratchet & Clank come face-to-face with the Thugs-4-Less Leader inside a Helicopter. He has been hired to make sure Ratchet does not complete his mission. In the spirit of utmost devotion to his customer (the Thief), he has chosen to complete the assignment himself.

The Thugs-4-Less Leader is flying a heavily armed and armored Helicopter, which can fire off both electricity spheres and machine gun fire. As soon as the battle begins, he will first fire off a series of spheres. These electrical spheres will come from every direction and will zap Ratchet with 10,000 megawatts of juice if he comes in contact with one. Do your best to avoid them.

The Thugs-4-Less leader will also fire off a barrage of missiles from one of the 'Copter's twin guns. The small barriers around the path will partially block the fire but, with repeated hits, they will crumble into dust, leaving Ratchet exposed.

Quickly hold down the Strafe button to keep centered and facing the Leader and start chipping away at its armored shell with the Heavy Lancer while avoiding the electrical spheres and machine gun fire. If you want to add a little help, you can toss a few Miniturrets in between the barriers to speed things up a bit.

Continued...

Once approximately half of the Thug's health meter has been depleted, he will start firing missiles from a launcher located on the bottom of the 'Copter. Keep Ratchet facing the Leader with the Strafe button held down and do your best to avoid his projectiles.

Eventually, the Leader will try to fire both machine guns at once, but by then, it will be too little too late – a few more direct hits with the Heavy Lancer, and his ship goes down in flames.

End

Step on the Translocator that appears after the battle to be whisked up to Clank's penthouse apartment. Inside, Ratchet will find two of his old Gadgets – his Swingshot and Grindboots [T]. He will also get a gander at two other heroes, Jak and Daxter. What are they doing on TV in the Bogon galaxy? [Z]

HELP DESK: GADGETS

SWINGSHOT

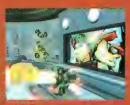
The Swingshot is a grappling hook-like device designated to attach itself to specific Versa-Targets and launch Ratchet across vast distances. Megacorp has added some new functionality to this device since the last time he used it, allowing it to grab objects, including platforms and drawbridges, and pull them toward you. To use the Swingshot, position Ratchet so he is in close proximity and facing a Versa-Target and press and hold the ○ button. The Swingshot will extend from his arm and grapple onto the Versa-Target, then retract and either pull Ratchet along with it, or pull the intended Target to him. Versa-Targets come in three different varieties: rotating green, stationary green and rotating blue. The rotating green Versa-Target will allow Ratchet to grapple onto it, then yank him into the air and release when he reaches the Target. The glowing, stationary green Versa-Target allows Ratchet to grapple onto it and then swing back and forth in the air. The rotating blue Versa-Target allows Ratchet to latch onto a Target and pull it toward him. If a Versa-Target is out of view, you can use the L1 button to aim in the first-person perspective.

GRINDBOOTS

Kept as mementos of his last adventure, Ratchet's Grindboots are a great gadget for traversing Grind Rails. Once acquired, these puppies will automatically equip when you jump onto a rail, allowing Ratchet to grind across it to his next destination.

TIP

Before leaving, smash the small pyramid on the coffee table for some serious Bolts. You can also use the Dynamo on it for a surprise...



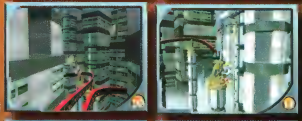
THE QUICK SELECT MENU

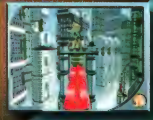
The Quick Select Menu: Weapons management is the key to galactic survival. A good Commando knows the inventory of Weapons and Gadgets can get huge, and a great Commando will always have the right weapon ready for the right situation. You can select your eight favorite weapons or gadgets and equip them using Megacorp's new and improved Quick Select System. To access the Quick Select Menu, press the START button and select it from the list of options. When in the Quick Select Menu, the L1 and R1 buttons cycle through the current weapons and gadgets in your Quick Select System, while the left analog stick or directional button highlights the others in your inventory. To swap out or add a weapon or gadget into your Quick Select System, first highlight the one you want to replace with the L1 or R1 button, then select the new one with the left analog stick. Pressing the ✕ button will confirm your selection.

Equip the Swingshot and use it on the stationary green Versa-Target outside the penthouse to grapple across to the next platform [3]. The next stationary Versa-Target will allow Ratchet to swing across to the following platform [4]. Finally, the rotating blue Versa-Target beyond will allow Ratchet to pull down the metal barrier and use it as a bridge to get across to the third platform. Once there, use the Translocator to return to the landing pad [5].

Before taking leave of Megapolis, there is one more thing Ratchet & Clank can do. Retrace your steps down the path to the right, as if you were going back to Clank's penthouse. Now that the two have the Slingshot and Grindboots, they can use them to get onto the grind rail at this platform [6]. Press and hold down the ○ button with the Slingshot equipped to yank Ratchet over to the grind rail, then get ready for a wild ride! [7]

As soon as he touches the grind rail, Ratchet's Grindboots will automatically equip. While on a grind rail, Ratchet will be able to jump and use some of his weapons, which he will need to do very quickly, as there is an obstacle coming up that they will have to jump over. As soon as you see this connecting ring, make sure to jump through it [8]. Next is a series of two rings – make sure you jump early so you have enough time to jump the second one [9]. As soon as you see the parallel rail to the left, press the left analog stick in that direction and jump over to it [10]. Make sure you have the Swingshot equipped and first jump off the rail at its end, then press and hold the (Circle) button to activate the Swingshot and grab onto the Versa-Target. Ratchet will be yanked onto the next section of track [11]. Around the corner are two connecting rings. As before, jump early for the first, so you will have enough time to jump the second. Just ahead is another gap with a Versa-Target. Make sure to jump at the end of the rail and then use the Swingshot to get safely across [12]. The rail Ratchet is on ends, dead ahead. Quickly jump to the right twice to get through the ring and onto the new portion of track [13]. This new rail slopes upward and then ends as well. Jump off of it and use the Swingshot one last time to pull Ratchet safely onto solid ground [14].





On the small platform, Ratchet curiously presses the button, which summons a small ship. Two shifty eyes peer out through a hole in the side of the ship and the character inside tells Ratchet to "put it in the slot." Apparently, this guy can modify weapons and make them much stronger and more damaging... for a small fee, of course.

HELPDESK INFO

WEAPONS MODS

This shifty Black Market Weapon Modifier can be found on a few planets in the Bogon galaxy and, in trade for a few of Ratchet's hard-to-come-across Platinum Bolts, he can take a weapon and add a new functionality to it. These Mods include the ability to Lock On to enemies, the ability to Shock them, and the ability to add an Acid component to an attack. Once you purchase a Mod, it will automatically be equipped to the weapon. The Shock and Acid Mods don't require any special controls; they will automatically be in effect when you use the modified weapon. To use the Lock On Mod, hold down both the L2 and R2 buttons. A special Lock-On target will appear over an enemy, and will even display that enemy's health meter.

TIP

While all the weapon Mods are useful, the Shock Mod is the best. It causes a weapon to do reciprocal damage to nearby targets. While the reciprocal damage isn't as much as the initial attack, it can still pack a punch over time.

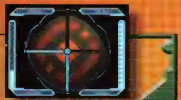
The Black Market Vendor is selling five different Mods, which include three Lock On Mods for the Mini-Nuke/Gravity Bomb, Multi-Star/Chopper and Blitz Gun/Cannon. In addition, he is offering a Shock Mod for the Heavy Lancer/Lancer and Acid Mod for the Mini-Nuke/Gravity Bomb. Go with the Shock Mod for the Heavy Lancer/Lancer, and then the Lock On Mods for the Multi-Star/Chopper and Blitz Gun. That should exhaust your Platinum funds for the moment. Once a Weapon Mod has been purchased, you can check the Weapons Screen in the Pause Menu to see which weapon has what Mod. You can always return here to purchase more Mods when you acquire more Platinum Bolts. When you're finished, ativate the Translocator to return to the landing pad, then set out for your next destination [15].

Speaking of Platinum Bolts, there is still one that can now be gotten back on Maktar Nebula. Hop in the Ship and set the coordinates to return to the Resort.

Turn to Maktar Nebula, Maktar Resort, page 37 to continue.

Returning From Planet Oozla, Megacorp Outlet, page 21

Now that you have the Infiltrator, take the path to the left and head back into the second Crane facility [1]. In the middle room, there is an Infiltrator Lock that can be cracked. Step up to it and press the △ button to engage the Lock [2].



INFILTRATOR PUZZLE

This Infiltrator Puzzle can be a little vexing. Here is the right combination to open the Lock: 1: 12:00 2: 2:00 3: 3:00 4: 12:00 5: 4:00 6: 3:00 7: 12:00 8: 12:00 9: 3:00 10: 6:00 11: 3:00 12: 6:00 13: 3:00 14: 2:00.

Inside, Ratchet and Clank will earn a reward for their hard work – a Nanotech Boost! [3] Retrace your steps and return to the Ship. It's time to head to Planet Tabora.

Turn to Planet Tabora, Mining Area, page 84

Planet Barlow

Vukovar Canyon

Now that Ratchet & Clank are reunited, the two can put their heads together to track down the Thief and retrieve the Experiment. Landing on planet Barlow, an old Gadgetron site that's long since abandoned, the two have their work cut out for them. According to Fizzwidget, a gang of Thug-4-Less goons, known as the Desert Riders, spends their leisure time racing Megacorp hoverbikes around the desert canyons of Barlow. Since the Thief is under the protection of Thugs-4-Less, perhaps Ratchet & Clank can infiltrate their ranks and glean some information about his whereabouts.

Level Data

MISSIONS:

1: Battle the Native Tribesmen
2: Find the Desert Riders
3: Repair the Broken Hoverbike
4: Win the Hoverbike Race
5: Scout the Ruined Machinery
6: Free the Figure in Ice
7: Purchase the Therminator

WEAPONS:

1: Seeker Gun: Cost: 5,000 Bolts — Max Ammo: 25 Seeker Bombs — Cost Per Bomb: 20 Bolts per Seeker Bomb

2: Gadgetron Bomb Glove: Cost: 1,000 Bolts (Free with Ratchet 1 save) — Max Ammo: 40 Bombs — Cost Per Bomb: 5 Bolts

3: Gadgetron Visibomb: Cost: 15,000 Bolts (Free with Ratchet 1 save) — Max Ammo: 20 Visibombs — Cost Per Visibomb: 100 Bolts

4: Gadgetron Decoy Glove: Cost: 5,000 Bolts (Free with Ratchet 1 save) — Max Ammo: 20 Decoys — Cost Per Decoy: 10 Bolts

5: Gadgetron Tesla Claw: Cost: 8,000 Bolts (Free with Ratchet 1 save) — Max Ammo: 300 Bursts — Cost Per Burst: 1 Bolt

6: Gadgetron Walloper: Cost: 8,000 Bolts (Free with Ratchet 1 save) — Max Ammo: Unlimited — Cost Per Ammo: None

7: RYNO II: Cost: 1,000,000 Bolts — Max Ammo:100 Rockets — Cost Per Rocket: 50 Bolts

ITEMS:

1: Biker Helmet: Prize for winning Hoverbike Race.

GADGETS:

1: Therminator: Purchase from frozen Scientist for 1,000 Bolts

PLATINUM BOLTS: 2

1: Along race track in the Hoverbike Races.
2: In hidden cave found by shimmying along the side of the silo after the first water tunnel.

NEW ENEMIES:

1: Gadgetron Hound of Cuddly Death
2: Vukovar Tribesmen
3: Barlowian Saur-Beast

Mission 1: Battle the Native Tribesmen

Ratchet & Clank's main goal is to find the Desert Riders. For such a rowdy group, they keep their racing location top-secret and only members know where to find it. Unfortunately, to get to the location, the two are going to have to battle their way through hordes of Vukovar Tribesmen. Before setting out across this run-down planet, stop at the Megacorp Vendor and see what new goodies it's offering [1]. The only new item on the menu is the Seeker Gun. Compared to the last few purchases, its price tag is downright affordable! Pay the 5,000 Bolts and get your new weapon [2].

HELP DESK : WEAPONS

SEEKER GUN

The Seeker Gun is a great weapon for taking out those hard to target enemies. Once you fire off a round from this puppy, a flaming Seeker Round will always move straight ahead until it gets within range of an intended target. As soon as this happens, its leisurely pace is replaced with a rapid homing attack, delivering a ferocious blast of damage inside its compact payload. Great for shooting around corners and targeting enemies far off in the distance, the Seeker Gun can be a lethal ally.

There are multiple paths Ratchet & Clank can choose, but the cave next to the Megacorp Vendor is where you want to start. Equip any weapon (preferably one that is close to upgrading), and head inside. Just past the entrance, the two will come across a new enemy, the Gadgetron Hound of Cuddly Death. These little nippers can chew through bone and metal alike in seconds flat, so don't give them chance [3].

HELP DESK : MONSTERPEDIA

GADGETRON HOUND OF CUDDLY DEATH

These cute puppy-like creatures are the result of a failed experiment by Gadgetron to create a cute cuddly child's companion. After Gadgetron left, these once docile pets evolved into pure killers filled with only hate and loathing. These Hounds have snapping jaws filled with razor sharp teeth, and will attack the moment they get a whiff of Ratchet's presence. In small numbers, they can be easily dealt with using the Wrench. When encountered in large packs, stay back and use a medium-range weapon to put them out of their misery.

Head through the cave, taking out the Hounds of Cuddly Death inside, then pause before heading out into the clearing beyond. Out here, off in the distance, three Vukovar Tribesmen are gathered in discussion. You can opt to jump out and attack them with one of your upgraded weapons or even try out your new Seeker Gun. Better yet, you can stay back and pick them off with the Pulse Rifle [4]. Keep it equipped after you've shot the first three, as there are a few more that will come running out from behind the wall, and there is also a Barlowian Saur-Beast not too far behind them [5].

VUKOVAR TRIBESMEN

After Gadgetron moved out, those Tribesmen took over, searching the remains for whatever they could use. The tribesmen have managed to collect some pretty heavy firepower. They are also excellent swordsmen and like to attack in groups. The best way to combat these savage creatures is to either pick them off from afar, using the Pulse Rifle, or throw some heavy firepower at their armored and shielded bodies, using long-range weapons, such as the Multi-Star or Heavy Lancer.

BARLOWIAN SAUR-BEAST

The Saur-Beast was once a harmless herbivore. When the Tribesmen came, however, they were trained to be savage attack beasts that they can ride. Known for their durability and thick hides, these large beasts are surprisingly fast and can charge at their prey with no provocation. They also have extremely sharp teeth that can make Blargarian mincemeat out of Ratchet if you're not careful. Heavy artillery, such as any of your upgraded weapons, will help chip away at these vicious creatures. The Pulse Rifle is also exceptionally handy, as it can take them down with one shot and can be used from a safe distance.

TIP

The large satellite dishes and spotlights around the crumbling ruins, as well as the glass cylinders inside the buildings, will drop Bolts when destroyed.

When the coast is clear, cautiously head through the clearing and toward the small building beyond. If you haven't broken it in yet, this is a great opportunity to use the Seeker. One shot each is all it takes to bring down the two Tribesmen [6].

Back outside, coming down the ramp in the next clearing, is another Tribesman, this time riding on one of the Saur-Beasts. While on its back, he will shoot at Ratchet & Clank with a laser rifle. Stay out of its range and use a long-range weapon (such as the Pulse Rifle or Seeker Gun) and target him from a distance. Don't forget that your Multi-Star should have a Lock On Mod (if you purchased it from the Black Market Vendor) as well [7].

Head up the ramp toward the bridge and get ready for a serious battle. As soon as Ratchet steps foot on the bridge, a large pack of Tribesmen come charging at him from the other side. We recommend a few well-aimed Gravity Bombs, but you can also use the Seeker or any of your other upgraded weapons [8]. Around the corner, three more Saur-Beasts and their Tribesman watcher can be found at the end of the clearing. Use the Pulse Rifle and/or the Seeker to remove them, permanently.

TIP

The Seeker Gun is extremely effective against the Tribesmen and Saur-Beasts, as it will target them from great distances and is also strong enough to take them out with just a few shots.

Continue, across the next bridge and through the next room, taking out the enemies as you encounter them. When you get to the ledge just outside the room, pause and equip the Gravity Bomb (which you may have already upgraded into the Mini-Nuke). Down below is a pack of unsuspecting Tribesmen warming themselves around a fire. From your vantage point, toss a Bomb or two their way to crank the heat up a notch [9].

On the other side of the next room, Ratchet & Clank will find a clearing packed with Tribesmen and Beasts. Try to save your Seeker Ammo for the moment and go with one of your other weapons. The Blitz Gun is an effective weapon at stopping the enemies in their tracks. Plus, you should concentrate on upgrading it as soon as possible (10).

As soon as Ratchet & Clank step over the divider into the next area, a trap is sprung, and the two find themselves ensnared in a gated area with a wave of Tribesmen descending on them. The Gravity Bomb/Mini-Nuke will clear them out quickly, but any of your upgraded weapons will work. Make sure to stay back and avoid their sharp swords. When the attack is over, head across the bridge and into the next building (11).

Inside the building, Ratchet & Clank will find an old Gadgetron Vendor Bot whose vacuum tubes seem to have a little internal combustion issue. Turns out, this relic has been with Gadgetron since the beginning and, apparently, she didn't get the memo that they have all left. She still has some Gadgetron weapons for sale and, with the right connections, they can be had free of charge.

HELP DESK : WEAPONS

GADGETRON WEAPONS

Gadgetron Weapons: If you have a Memory Card containing original Ratchet & Clank 1 saved data, you can insert it into the PS2's Memory Card slot 1 or 2 at any point while visiting the Gadgetron Vendor. Any of the weapons you had earned on your original Ratchet & Clank 1 save that are offered at this vendor will be free! There are five Gadgetron weapons in total, and while they can't hold up to Megacorp's stable of weaponry, they will still come in handy in a pinch. These Gadgetron weapons cannot be upgraded.

BOMB GLOVE

Bomb Glove: One of Gadgetron's best sellers, the Bomb Glove was an affordable, entry-level weapon. Effective at close or medium-range, this device can be especially handy against clusters of enemies. While nowhere near as powerful as the Gravity Bomb/Mini-Nuke, the Bomb Glove is still useful against smaller swarming enemies. (Art to come)

VISIBOMB

Visibomb: The Visibomb Gun is the most effective long-range weapon ever made by Gadgetron! While not as powerful as it once was, this sleek weapon is still capable of launching a remote-controlled Visibomb that delivers a volatile payload with pinpoint accuracy. Its only downside is, once a Visibomb is fired, its user will be incapable of moving him- and the missile-flight will be terminated if hit. (Art to come)

TESLA CLAW

Tesla Claw: Using state-of-the-art electrostatic technology, the Tesla-Claw used to be the pinnacle of Gadgetron weapons technology. When fired, this impressive-looking weapon sends a powerful stream of charged particles to the nearest foe, destroying it with deadly efficiency. This handy dandy weapon will even automatically seek a new target whenever its current target is obliterated. How cool is that?! (Art to come)

WALLOPER

Walloper: Still a fan favorite, Gadgetron's most popular short-range weapon, the Walloper, really packs a punch! This electrified "punching glove" is the perfect device for close-range combat, when ammunition conservation just won't do the job. Inexpensive to use (the Walloper does not require ammo), this baby will really rock it to ya! (Art to come)

RYNO II

RYNO II: In addition to the Gadgetron Weapons, the Gadgetron Vendor is selling the RYNO II. Once available only through Black Market Venders, this second iteration of Gadgetron's most destructive weapon has been improved on by Megacorp. Allowing its user to fire dozens of homing missiles simultaneously, the R.Y.N.O. II (Rip You a New One, part two) can bring down even the biggest and baddest of uglies, without much of a work out. Costing 1,000,000 Bolts, you won't be able to afford this baby for quite some time.

TIP **Not to be rude, but the lights around the counters inside the Gadgetron Vendor building can be smashed for Bolts. Smash 'em! How else are you going to rack up enough Bolts to buy the RYNO II?**

Mission 2: Find the Desert Riders

Ratchet & Clank should be getting close to the Desert Riders' location. Head outside the Gadgetron Vendor building and move on. The Hound-infested cave to the left will lead Ratchet & Clank back to their Ship. Take out the mad dogs, but don't go back just yet; it looks like there might be a Rider across the gap dead ahead. Use the Thruster-Pack's Stretch Jump to cross the gap and see what he has to say [1].

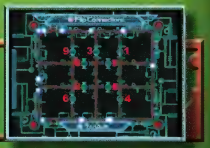
The Leader of the Desert Riders demands to know who let them in, then threatens to flatten Clank into a hubcap. Ratchet quickly pulls back to strike, scaring the big brute. Clank tells the sobbing thug that they are fellow Desert Riders, and they came to race. Calming down, the Rider offers to let them borrow his Hoverbike, Blue Bird, if they can repair it.

Mission 3: Repair the Broken Hoverbike

Repairing the Hoverbike will allow Ratchet & Clank to enter in the Hoverbike Competition. The Electrolyzer should help take care of the job. Step up to the Target and press the △ button [1].

ELECTROLYZER PUZZLE

Fixing the Hoverbike is a simple job and you should be able to solve the Puzzle on the first or second try. Refer to the accompanying screen shot for the correct order of flipping the Connectors.



Mission 4: Win the Hoverbike Race

If Ratchet & Clank can manage to win the Hoverbike Races, they will be accepted into the ranks of the Desert Riders. Infiltrating them may give the two a clue about the Thief's current location.

Hoverbike Races

HELP DESK INFO

HOVERBIKE RACES

Hoverbike Races: This fast and furious sport delivers the thrill of speed and edge-of-your-seat excitement while earning you Bolts and the Desert Riders respect. Fight back multiple Qs while battling against a grid of riders for first place through Vukovar Canyon. Challenges in Hover Bike races can range from straight out racing to heated weapons combat. There are multiple Races in which to compete and, like the Gladiator Challenge, it's possible to keep entering races to earn more Bolts.

HOVERBIKE CONTROLS

Left Analog Stick: Steer left and right / Pitch up and down

✕ button: Accelerate

L1 button: Use Hoverbike's boost ability

R1 button: Use Hoverbike's weapon

General Strategies:

1: Try to avoid running into walls or other obstacles. While Blue Bell is sturdy, she will break up on hard impact. Also, scraping walls and other racers will slow you down.

2: You can get an extra "free" Turbo Boost at the start line by hitting the gas right after the final light goes green. Hitting this first Turbo will hurl you ahead of the pack, giving you more room to maneuver.

3: Memorize the locations of the Turbo Boosts, as they are always in the same spot every lap.

4: In weapons races, there are four different weapons pickups: Missiles, Rockets, Electricity Wave and Shields. You can only hold one at a time, so it makes sense to use them when you have them. The shield will automatically activate when you pick it up, and will stay on for a limited amount of time.

5: In weapons races, only go for a weapon pickup if it is right in front of you. Often times, a weapon pickup will be strategically placed so that you miss a Turbo Boost if you go for it.

6: To shake a missile lock off of your bike, quickly move the left analog stick back and forth.

Challenge #1: Amateur Circuit

Main Canyon Open
Turbos Available

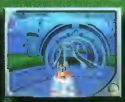
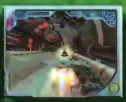
1st Prize:
Hoverbike Helmet

2nd Prize: 250 Bolts

Winning this first Hoverbike Race will allow Ratchet & Clank to become a member of the Desert Riders. It's a three-lap race, which will take them in, around and through Vukovar Canyon. Ratchet & Clank will be racing a grid of 19 other racers, but there won't be any combat in this first competition. Around the track, you'll find Turbo Boosts set in key locations. Ratchet can pick up and store up to three of them, but it's advisable to consistently use them as they are collected. To activate the Turbo Boost, press the (R1) button. It's actually completely possible to string one continuous Turbo Boost around the track, which will propel the two way out in the lead. Below is the best line for getting through the race:

The Best Line:

At the start, aim for the Turbo Boost on the right side of the track, activating [1]. From here, veer over to the middle of the track and pick up the next Boost in front of the tunnel. Either watch the red Boost Bar located along the left side of the screen or consistently press the (R1) button, as you always want to be Boosting if you have a Turbo Boost collected [2]. Follow the curve to the right taking it tight, then take the ramp in the middle of the track and veer to the left while in the air over the water to hit the second, left ramp and pick up the next Turbo Boost [3]. From here, take the next long curve to the right and then make sure you are close to the inside as you come out of it, as there is another Turbo Boost along the wall at its end [4]. Follow the curve to the left, making sure to be in the middle of the track when it ends, as there is a Turbo Pad outside that will automatically Boost the Hoverbike when running over it [5]. Move to the left of the track and pick up the next Boost, then grab another as the track curves to the right [6]. Heading inside the mining facility, there is another Turbo Boost around

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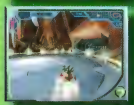
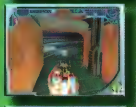


the right curve and yet another near the cave exit [7]. Make sure to momentarily take your finger off the accelerator and steer to the right as soon as you grab it, so as to not hit the tunnel entrance [8]. Drop down into the center of the track and cross the bridge, picking up the Turbo along the left canyon wall [9]. The next Turbo is way off to the right in the clearing, steer clear of the grazing Saur-Beasts and veer over to grab it, then quickly steer back to the left to make the entrance to the cave [10]. The track branches here, allowing you to take the left and right paths. Take the left path, but as you come up the ramp, steer against it to the right, which will launch the Bike into the air and land it on a new section of track [11]. If you were quick enough, you will land right on a Turbo Pad, with a Turbo Boost right in front of it [12]. Finally, take the long ramp, grabbing the last Turbo Boost at the top as you fly over to the finish line [13]. With skill, you will be able to consistently Turbo through the whole track and leave the competition eating your exhaust. Repeat this same line over the next two laps and you will be a winner! [14]



Upon winning the Race, the Desert Riders give Ratchet & Clank a Hoverbike Helmet, which makes them full fledged members in the gang. Now that they are one of them, the Riders allow the two to listen in on a transmission from the Thugs-4-Less Leader that is being broadcast to all their employees. Among other things, the Leader informs them that the Space Rendezvous Point has been moved to the Feltzin System. This definitely sounds like something they should check out.

There are still more Hoverbike Races to be won. If you so choose, you can reenter the Races to compete in some of the more difficult Challenges for Bolts.

Challenge #2: Intermediate Circuit

Main Canyon Open
Weapons & Turbos Available

1st Prize: 2,000 Bolts
2nd Prize: 750 Bolts
3rd Prize: 250 Bolts

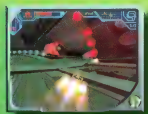
This Challenge is similar to the first, except now you can pick up and use weapons and the enemies won't fire back. Follow the same steps as before, only picking up a weapon if it happens to be in the line of your Bike [15]. Besides eliminating any riders in front of you, weapons are handy in clearing the Saur-Beasts from your path toward the end of the track [16].

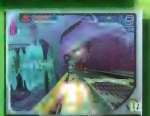
Challenge #3: Vukovar Circuit

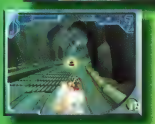
Main Canyon & Caves Open
Weapons & Turbos Available

1st Prize: 3,000 Bolts
2nd Prize: 1,000 Bolts
3rd Prize: 350 Bolts

This Challenge offers a new twist of opening up a pair of short cuts, which leads through the Canyon's caves. The short cuts appear fairly early in the race, inside the red lit tunnel right after the Turbo Boost. As soon as you pick up the Boost, get ready for a sharp right [17]. When you enter the short cut entrance, aim for the Turbo Pad to get an extra burst of speed, then steer into the left turn, staying inside to avoid the stone pillars along the middle and right hand sides of the track (the second short-cut is in the same place, but on the left side of the tunnel) [18]. Hit the Turbo Pad at the end of the curve to launch over the track and into the next cave, then take the right turn on the inside to pick up another Turbo Boost [19]. This curve leads to the bridge along the main portion of the track, completing the short cut.







Challenge #4: Assault Circuit

Main Canyon & Caves Open
Weapons & Turbos Available
Racers Attack Ratchet

1st Prize: 4,000 Bolts
2nd Prize: 1,200 Bolts
3rd Prize: 400 Bolts

The difference between Challenge three and four are that the other competitors are a little faster and will now fire at Ratchet with their missiles. Thankfully, you will get a warning and chance to shake it off before they shoot. To do so, as soon as you see the green lock-on target appear over Ratchet, start moving the left analog stick back and forth. The only downside to this is you might end up missing a turbo or portion of track while trying to avoid their fire [20].

Challenge #5: Expert Circuit

Main Canyon & Caves Open
Weapons & Turbos Available
Racers Attack Ratchet

1st Prize: 6,000 Bolts
2nd Prize: 2,200 Bolts
3rd Prize: 750 Bolts

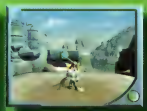
The final Challenge is tough, as the other racers are ruthless and fast. If you can manage to take all of the short cuts and hit most of the Turbo Boosts and Pads, you should be able to come in first with a few practice laps [21].

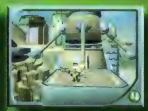
PLATINUM BOLT

Before exiting the Hoverbike Races, there is a Platinum Bolt that can be found along the track. Enter any of the Challenges (Amateur is obviously the easiest), then start the race. As soon as you exit the portion of the track with the water and two sets of ramps, hang a sharp left. There is a small hidden alcove here that holds the rare Platinum prize. Once you've acquired it, you can Pause the game and choose the Exit To Level option to back out of the race and still keep the Bolt.

Mission 5: Scout the Ruined Machinery

Now that the Hoverbike Challenge has been conquered, Ratchet & Clank can still explore the rest of the planet to see what they can find. Since there is an old Gadgetron Factory here, maybe they will be able to find something useful. Stretch Jump across the gap, then head through the cave on the right to get back to the Ship and landing pad [1].





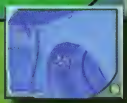
Take the ramp behind the Ship, and you will find a series of Versa-Targets hovering in the air. Use the Swingshot to grapple and swing across all four [2].

Use the Swingshot on the next Versa-Target to pull a hovering mine car over to Ratchet, then hop on and ride it to the next platform [3]. Here, Ratchet will have to ride on a moving platform as it rotates around to the next ledge. Wait for it to stop, then Double Jump onto it. Repeat the process of pulling and riding the next mine cart to get into a small water-filled silo. Hop in and take a dip [4].

HELP DESK INFO

SWIMMING

Ratchet can swim across the top of the water by pressing any direction on the left analog stick. To dive underwater, press and hold the □ button. To rise, press and hold the ✕ button. The harder you press down on the ✕ button, the quicker he will ascend to the surface. Since Clank still has the Hydro-Pack upgrade equipped from their last adventure, once underwater, holding down on the R1 button will make Ratchet swim faster. Ratchet also has a Rebreather on his Commando Helmet, so he will be able to stay underwater indefinitely.

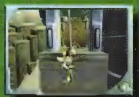


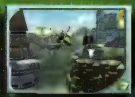
Swim through the tunnel and then up and out the other side. In front of the silo is another set of rotating platforms. Before jumping on one, take a second to grab planet Barlow's second Platinum Bolt [5].

PLATINUM BOLT

At the exit from the water tunnel, turn left. While it looks like there is nowhere to go, the small ledge around the silo's exterior can be grabbed and shimmied across. Take a leap of faith and jump toward the ledge - Ratchet will grab hold. Shimmy around its entire length until there is solid ground beneath the fuzzy guy. Next, drop down and use the Swing shot to grapple over to another set of rotating platforms. If you mistime your swing, keep the ○ button held down and continue to swing back and forth until a platform is in front of him. Ratchet will enter a cave with a tunnel that circles around its perimeter. It's also chock full of Rounds of Death, so have a weapon ready. Around either side of the tunnel, you will find what you're looking for. Retrace your steps to head back.

Ride the set of rotating platforms around to the opposite side, then use the Swing shot to get to the ledge beyond. There is another water-filled tunnel here. Jump in! [6] This one leads through to yet another set of Versa-Targets back outside. Grapple across them to the last one, then wait for a platform to come Ratchet's way before dropping off [7].



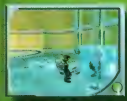


TIP

Don't forget that Ratchet can Glide slowly in the air, by holding down the ✕ button. This way, if you make a mistake, you might be able to still catch a platform.

There is a final mine cart that must be pulled over to use the Swing shot. As soon as you do, quickly jump on to it to ride to the other side [8]. Be ready for a serious horde of Hounds of Death waiting for Ratchet when he arrives. A few more swings with the Swing shot and Ratchet will find himself inside the Factory.

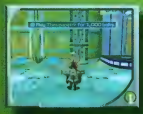
Mission 6: Free the Figure in Ice



Inside the Factory, Ratchet will find a lone figure encased in a block of ice. To complete this Mission, all you have to do is break him free – the Wrench will work just fine [1].

The Gadgetron scientist exclaims exuberantly that his invention works! Named the Therminator, this gadget can fire thermal bits of heat or ice that will melt or freeze small bodies of water. He is supremely confident that Gadgetron will pay him millions for it... until Ratchet tells him that Gadgetron left the galaxy long ago. Now everyone buys Megacorp products. In a last ditch effort to keep his dignity, he offers to sell it to Ratchet.

Mission 7: Purchase the Terminator



All you have to do to complete this Mission is purchase the Therminator from the scientist for a measly 1,000 Bolts. Just approach him and press the △ to get the Gadget [1].

HELP DESK GADGET

THERMINATOR

A handy Gadget, the Therminator can freeze and thaw pools of water, allowing Ratchet to get to places he otherwise couldn't.

Now that all of the Missions have been completed, it's time to head out to the Feltzin System and intercept the Thug Rendezvous. To get to the exit, Ratchet & Clank are going to have to test out their new gadget. Aim it at the pool of frozen ice and start shooting. The meter along the right side of the screen will slowly fill. When it reaches the top, the ice will turn into water [2]. Swim through the tunnel and out the other side. Once on the small platform, use the Therminator again, this time to freeze the water. Once it's become ice, Ratchet can walk on it and jump up to the ledge above [3]. Take the exit to the left, which leads to an elevator that will drop the two back at their ship.

Thug Rendezvous

Feltzin System

Having beat the Hoverbike Races and earned a membership into the Desert Riders, Ratchet & Clank were able to find out that the Thugs-4-Less leader has ordered all of its members to rendezvous in the Feltzin System. Since the two have no other clues at the moment, perhaps going there will help them learn more about the Thief's whereabouts. When they arrive, they find themselves under attack.

Mission: Defeat the Thug Ships

Ratchet & Clank are going to have to dogfight their way through hordes of attacking Thugs-4-Less Fighters. Since they have lost the element of surprise, it's going to be a fierce series of battles. Once the initial battle has been won, you can opt to keep fighting to earn more Bolts, or head for the next planet [1].

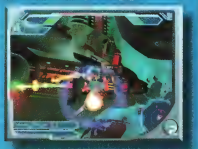
Challenge #1: Defeat the Thug Ships

Description:

Destroy all Thugs-4-Less ships in the sector, and disrupt their rendezvous.

1st Prize: 3,000 Bolts
2nd Prize: 1,000 Bolts
3rd Prize: 350 Bolts

The first battle starts off with a wave of 25 Thugs-4-Less fighters. Since you've already experienced space combat, you should be familiar with the Ship's controls. Remember to use the barrel roll maneuver to avoid taking hits from enemy fire [2].

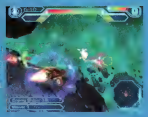


The Feltzin System is a much more crowded quadrant of space than the Wupash Nebula. In addition to the standard space debris, there are a few huge asteroids with tunnels bored through them. There is also a large space station which the Thugs use as their hideout. Watch out for objects and obstructions, as a wrong turn or barrel rolling at the wrong time can mean instant death [3].

These Thugs-4-Less fighters are brutal, stronger and much more aggressive than the ones you encountered last time. Make sure to watch your Ship's damage meter, as they will constantly be peppering you with fire [4].

TIP

The green Thugs-4-Less fighters go down with one shot, while the silver and purple take multiple hits. Save your missiles for these stronger ships.



As soon as the first wave of 25 has been eliminated, a second wave enters the fray. Unfortunately, your shields and missile supplies will not be replenished unless you can find more from downed fighters or inside debris. Stick with it, taking evasive action when needed, until the second wave has been wiped out [5].

Ratchet preens his mad skillz, but Clank seems unconvinced. The two's banter is interrupted by an intercepted transmission from the Thief to the Thugs-4-Less Leader. It seems the Thief is unhappy with their less-than-stellar performance to date, and is giving them one more chance before he cuts them loose. They are to meet him at the pickup point. Clank traces the coordinates before the transmission is cut off. Next stop, planet Notak and Cana City!

Now that Ratchet & Clank have a new set of coordinates, they can either choose to exit to the Galactic Map and head to Notak, or they can stay and enter more Challenges to earn Raritanium and Bolts.

Challenge #2: Destroy 30 Space Wasps in 2 Minutes

Description:

Space Wasps have invaded this sector of space. Destroy them in 2 minutes or less before they can leave the sector.

1st Prize: 5,500 Bolts
2nd Prize: 1,825 Bolts
3rd Prize: 600 Bolts

This challenge requires Ratchet to mow down 30 Space Wasps in 2 minutes. They Wasps can attack your Ship with noxious gas, but it's not very damaging, so you won't have to worry about taking defensive action. But you will have to use the radar to track them all down. Each Wasp takes four hits to kill, so use your missiles wisely. The best strategy here is to keep an eye on the radar and quickly track and eliminate groups of Wasps. Keep the machine guns continuously firing and shoot your missiles only when you have a solid lock on a target [6].

Challenge #3: Fight the Ace Thug Ships

Description:

Only the Thugs best pilots remain. Take out their ace pilots!

1st Prize: 6,500 Bolts
2nd Prize: 2,150 Bolts
3rd Prize: 700 Bolts

The Ace Thugs are exceptionally strong, taking extended machine gun fire and multiple missile hits to bring down. There are only ten of them and no time limit, so the only pressure you have is to keep your Ship healthy. As soon as you get one in your sight, keep with it as long as you can. As with the Space Wasps, don't waste your missiles on the asteroids and only shoot them when you have a solid lock on your target [7].

Challenge #4: Race Through the Asteroids

Description:

Ace Bunyon, one of the galaxy's premiere space racers, has challenged you to a race throug the asteroid field.

1st Prize: 8,000 Bolts
2nd Prize: 2,650 Bolts
3rd Prize: 875 Bolts

This race consists of Ratchet flying through a series of rings while maneuvering the Ship through and around the asteroid field. You can only miss 11 rings before the race is over. Miss 12, and you will have to try again.

Your Ship's Turbo Boosts play a huge role in the race, as you will need to constantly use them, while not completely exhausting them to stay ahead of Bunyon. We recommend you start out using the Turbo pretty heavily, taking it down to about two thirds of its meter, then constantly doing short, controlled bursts after that [8].

Do your best to stay on the "track," and hit as many rings as possible. Also watch out for debris and the sides of the asteroid tunnel and space station, as one hit will completely wipe out your Ship. If you do miss a ring, don't panic or try to go back and go through it, just keep on going and get back on track. Keep an eye on where the next one will be, so you can loosely chart your progress [9].

The race will take you through 50 rings, which lead through three asteroids and the space station. Just stay on track and continually do short Turbo bursts to get and stay ahead of Bunyon. Once you pass him by, you probably won't see him again [10].

There is also a Platinum Bolt that can be acquired only during this challenge. If you fly through all 50 rings without missing a single one, the Platinum Bolt will be waiting at the finish line!

HELPDESK INFO

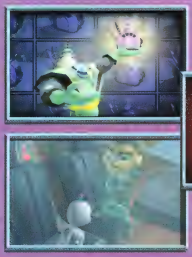
NANOTECH BOOST

You may have seen this strange, Nanotech-filled tube during the Challenges. These special, hard-to-find Nanotech upgrades will automatically increase Ratchet's Nanotech by one slot. To find the first one, head into the space station. The best time to go for it is during the Ace Bunyon Challenge, but it will be there during any of them. When you get into the large, middle bay of the station, you will be able to see the Nanotech Boost inside the cargo hold of the bay. Just swoop down into the bay to get it and Ratchet's Nanotech will be automatically increased.

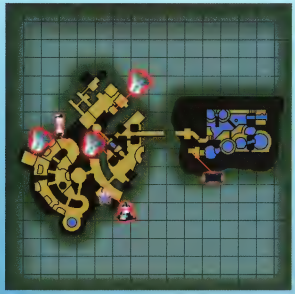
Planet Notak

Canal City

After watching the story of the tragic downfall of Captain Qwark and the aftermath of the Personal Hygienator, Ratchet & Clank land at Canal City on Planet Notak only to just miss the Thief. Even though they saw him fly away, he may still be somewhere nearby. As long as they're here, the two might as well check out the area. And, if the brochure from Sam's Extreme Travel and Scrap Metal holds true, there might be some good deals to be had at the Promenade, Canal City's premiere shopping district!



Level Data



Missions:
1: Explore the Promenade
2: Investigate the Wharf Area
3: Search Canal City for Thief
4: Purchase Transmission

Weapons:
1: Synthenoid: Cost: 65,000 Bolts — Max Ammo: 12 Synthenoids — Cost per Synthenoid: 100 Bolts

Items:
Nanotech Boost

Gadgets:
None

Platinum Bolts: 3
1: In the Promenade behind a glass Megacorp sign.
2: Tucked away between buildings across the bridge near the Vendor.
3: Behind a door opened with the Dynamo in the docks area.

New Enemies:
1: Thugs-4-Less Henchmen
2: Thugs-4-Less Attack Ship

Mission 1: Explore the Promenade

While it looks like Ratchet & Clank may have arrived on planet Notak a few moments too late, it still might be worth checking out to see if the Thief is still in the area. Before getting out, ride down the elevator platform and pay a visit to the Megacorp Vendor – there just may be a new weapon on the virtual shelf [1].

What do you know – the Synthenoid. This unique weapon will set you back a whopping 65,000 Bolts. If you have been competing in all the Challenges and collecting every Bolt you find, you should have more than enough. If not, we recommend going back and spending the time to earn them and return [2].

HELP DESK: WEAPONS

SYNETHENOID

This sweet weapon releases four intelligent "sidekick" robots, which will temporarily flank Ratchet's side and provide valuable cover fire until they run out of Ammo. One of the Megacorp's most useful weapons, their value to Ratchet comes in many forms. In addition to the added firepower, keeping them by his side will also help warn him when enemies are in the vicinity. With extended use, these little guys upgrade into Rhinoids, which come equipped with an increased rate of fire and the ability to throw out Bombs to obliterate attacking enemies. Who needs friends when you have one of these babies?

TIP

The ultra-bright streetlights can be whacked to pieces for Bolts.

From the Megacorp Vendor, there are two paths from which to choose. Start with the path to the left, which will leads to a pack of Chickenbots. Take care of business, then head through the tunnel and into the next area of the Promenade [3].

Make sure you have added the Synthenoid to Ratchet's Quick Select Menu, then go ahead and give it a try. In addition to another pack of Chickenbots just inside and around the corner, Ratchet & Clank will come across a new enemy – a Thugs-4-Less Henchmen. These guys carry plasma-charged assault rifles. As soon as he is in your sights, the Synthenoids will go into action. Help out with a few Seeker Bombs, if needed [4].

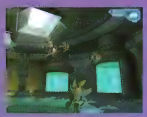
HELP DESK: MONSTERPEDIA

THUGS-4-LESS HENCHMAN

This Thugs-4-Less employee is cleverer and slightly tougher than your common Thug. In addition to being stronger, he also carries a plasma-charged assault rifle that shoots out balls or charged plasma particles. Long-range weapons, such as the Seeker Gun seem to work the best against these goons.

TIP

In addition to the mannequins inside their glass displays, the large florescent ceiling lights can be busted for Bolts.



Around the corner at the end of the tunnel, Ratchet & Clank will be ambushes by a group of Henchmen. Be ready for them and retaliate with the Seeker, while letting your Synthenoids get in on the action. Make sure you are holding down the strafe button, so you can take evasive action from their weapons fire [5].

In this next area of the Promenade, the two will be attacked by another group of Henchmen – this time they jump out of one of the window displays. Stick with the Seeker or other long-range weapon and keep the Synthenoids by your side [6]

TIP

The Promenade is full of break-able items, including the glass decorations on the sides of the buildings. These statues along the walls can also be whacked for Bolts. Just be sure to stay on either side of them, as they will come crashing down and can potentially harm Ratchet.

When all is clear and you've collected every single Bolt you can scrounge, take the elevator platform on the far side of the Canal to get up to the next section of the Promenade. Up top, the Henchmen launch another surprise attack from inside a display window – giving a whole new meaning to the term "dummies." [7]

Be careful not to move forward too far past the first set of display windows, as a Thugs-4-Less Attack Ship is hovering off in the distance and has Ratchet & Clank in its cross hairs. The best way to deal with it is to retreat back a bit and get out of it's firing range, then use the Pulse Rifle or Seeker to target it from long range [8].

HELP DESK MONSTERPEDIA

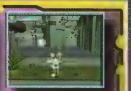
THUGS-4-LESS ATTACK SHIP

This is the upgraded version of the old Thug Flame Ship (now obsolete). Due to complaints about the old model, this ship was upgraded to include a ranged flame attack, as well as tinted windows and a deluxe set of cup holders. If Ratchet happens to stroll within its long-range attack capabilities, the Attack Ship will fire off a series of flame shots that will scorch his hide. The best defense is to stay out its range, if possible, and use a long-range weapon, such as the Pulse Rifle or Seeker to target it from afar.

When the Attack Ship has been destroyed, cross the bridge to the other side and be ready for another surprise attack from a set of Henchmen, then cross back on the next bridge to battle another group. Who are these guys foolin'? [9]

PLATINUM BOLT

Around the corner here, you'll find a Megacorp glass sign. Bust it with the Wrench, then hop up into the alcove to grab a shiny Platinum Bolt. Make sure to keep an eye out for these glass signs, as they may or may not conceal useful items.



Head back across the bridge, then ride the elevator platform up to the next level of the Promenade. Up top, yet another group of Henchmen will be waiting, and this time they brought along an Attack Ship to back them up. While you can stick with the Seeker and the Synthenoids, don't forget that some of your weapons have been Moded, and will take out the enemies fairly quickly. Experiment to find the one that works best for you [10].

When you've cleared the area, take the elevator platform across the bridge up to the next level of the Promenade.

NANOTECH BOOST

Up top, as a reward for their due diligence, Ratchet & Clank will find a Nanotech Boost. Grab the Boost, then use the Translocator to return to the Ship.

Mission 2: Investigate the Wharf Area

Ratchet & Clank need to continue their search for the Thief, who may still be in the area. Start by crossing the bridge in front of the Megacorp Vendor, which leads to Notak's Wharf. On the other side of the bridge, another pack of Chickenbots followed by three Henchmen will attack the two [1].

PLATINUM BOLT

Before moving on, there is a well-hidden Platinum Bolt in the area. Take a left at the bridge, and follow the grassy area between the buildings and Canal. Around the corner, tucked away between two buildings, is what you're looking for.

Return to the main path and eliminate any enemies that are still hanging around. Once the area has been picked clean of Bolts, Nanotech and Ammo, head into the tunnel on the left. Inside this chamber, Ratchet & Clank will find the Canal's water filtration system. The large pool of water in the middle of the room will keep the two from getting up to the ledge at the other side. But, since they are now the proud owners of the Therminator, they can freeze the water and then execute a Boost Jump on the ice [2].

MEGACORP CHICKENBOT GENERATOR

You may have noticed one of these contraptions earlier at the Promenade. These Megacorp Chickenbot Generators output the robotic poultry at full capacity, and will continue to do so until you can take them out. When you come across one, make destroying them your top priority.

An un-welcoming committee of Henchman is waiting for Ratchet & Clank when they arrive at the wharf area. Have some Synthenoids equipped and then take the rest out with the Seeker or Multi-Star. You MUST strafe and avoid their assault rifle fire by jumping to the right or left or you will get hit [3]. The Attack Ship at the end of the dock is the icing on the cake. We recommend using the Pulse Rifle, sniping it from afar [4].

Head up the docks, taking out the Chickenbots on the way. At the first landing, Ratchet & Clank will encounter more Henchmen, who attack from behind a cluster of vats of unstable explosive materials. These vats can be used to your advantage. Detonating them with a medium-to long range weapon from a distance will cause them to explode, damaging any enemies within their blast radius [5].

Ignore the Dynamo Activator for the moment and continue up the docks. Another battle will ensue up top. When it's over, Stretch Jump across the gap to the docks on the other side, then prepare for an even more intense attack. Make sure you have the Synthenoids at your side when you approach the open area, as five or six Henchmen will jump out from every side and attack [6].

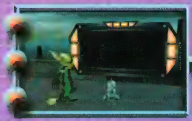
TIP

You can also stay back and use the Pulse Rifle to detonate the vats, which many of the Henchmen are hiding behind.

PLATINUM BOLT

When you've completely cleared the area of all enemies, head back down to the lower dock and use the Dynamo on the Activator. Doing so, opens a doorway back up top. You will have a total of 20 seconds to get back up and across and into the doorway before it closes. Use the Thruster-Pack's Stretch Jump to get there quickly. Inside, you'll find yet another Platinum Bolt!

Take the elevator platform along the left wall up to the next level and prepare yourself for another Attack Ship up top. When it's been destroyed, Stretch Jump across the gap and check out the Transmission screen [7].



The transmission is an advertisement for Sum Cognito's Space Shack. Apparently, Slim's is the place to go for all your "legally ambiguous" Ship refashioning. Ratchet likes the idea of stopping off there and seeing what they have to offer, but Clank, ever so mindful of the bigger picture at hand, reminds Ratchet that they still have a job to do. The Chemical Factory across the Canal may have some clues on the Thief's whereabouts.

Mission 3: Search Canal City for Thief

From this high vantage point, leap off the platform and use the Thruster-Pack to Glide across the Canal and down to the ground [1]. There is a path across the small grassy area that will take Ratchet & Clank across a long bridge leading to the Chemical Factory. In addition to a Chickenbot Generator along its length, the two will find a Bolt Crank at the end of the bridge. Crank it up to open the door and get into the Factory [2].

Once inside this huge factory, Ratchet & Clank will find they won't be able to get very far with conventional thinking. Most of the ledges and platforms are too high to reach, even with the Thruster Pack. Luckily, the Therminator will remedy the situation, as it can freeze the pool of water along the bottom of the Factory, allowing Ratchet & Clank to get up on the smallest platform [3].

Use the Boost Jump to get up to the next ledge, then break out the Wrench on the Bolt Crank to extend a bridge across to the other side of the area [4]. Once there, you will have to use the Therminator again, this time thawing the pool of ice so they can swim through the tunnel inside and out the other side [5]. This will put Ratchet & Clank on the opposite side of the dividing fence. Down in the ice along the floor here, they will find another Bolt Crank. Drop down and use the Wrench on it to extend a bridge across to the opposite side.

Unfortunately, there is no platform or ledge to get back up to the bridge [6]. Again, the Therminator will come to the rescue, as you can melt the ice and swim through the tunnel below [7]. Once out of the water on the other side, freeze it in order to use the Jump Slot to get up to the next level. From here, take the steps up and then drop back down into the other room, where the bridge is waiting [8].

Here's where things get tricky. On the other side, Ratchet & Clank will find a series of water-filled tanks. The water inside will constantly rise and lower, but it will never get high enough for Ratchet to jump out of and reach the ledge on the other side. There is also a Sewer Shark swimming in the tank that will gobble the two up the moment they jump in. They key here is to use the Therminator to freeze the water as it reaches its highest point. Get a head start by using the Therminator on the water until the meter on the right has one bar left to fill [9]. Wait for the water to rise almost to the top, then finish it off. It should be at its zenith just as it freezes. Skate across and hop out at the other side [10].

The next tank is a little more challenging, as there is a tunnel in its midsection that Ratchet & Clank have to get through, and a ledge on the other side that they will need to be high enough on the ice to reach. As before, you are going to have to use the Therminator to freeze the water, although, this time, you will need to time it so that it ices over with at least one third of the tunnel still underwater [11]. This will make the ice high enough so that the two can reach the ledge on the other side [12].

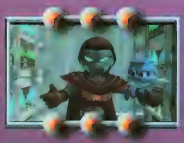
Once on the other side, hop out of the tank, then use the Therminator to thaw the ice. Now, just freeze it once more, when it reaches its highest point, then traverse the ice to the other side so the two can get up to the platform beyond [13].

One more tank to go. Repeat the process as before, freezing the water so that there is still some left in the tunnel, yet not so much that Ratchet & Clank can't get through. This time, you will want at least two thirds of the tunnel covered in ice. On the other side, if the ice is high enough, the two will be able to climb up and out. If not, go back through, climb the ladder, and try again [14].

Outside the tank, Ratchet & Clank find a trio of worker bots. Ratchet does his best to communicate with them, but thankfully Clank intercedes. Asking them about the masked Thief, they tell the two that someone matching that description picked up an order not long ago. For a small fee, they will show them the transmission.

Mission 4: Purchase Transmission

This Mission is over in a jiff. Just approach the little 'bots and give 'em their Bolts – 6,000 to be exact [1].



The worker bots show Ratchet & Clank the transmission, which shows the Thief attempting to place an order while being constantly attacked by Fizzwidget's Experiment. Geez, the fuzzy guy sure is violent. When the transmission is over, they download the coordinates to the delivery point – Planet Siberius.

Now that all of the Missions have been completed, it's time to return to the Ship and take off for the next destination. There is a waiting taxi just outside. Hop on it and press the △ button to be returned to the landing pad and then head out [2].

Ship Shack

Slim Cognito's

It's time to do a little shopping! Before heading to planet Siberius, there are a couple of items that need to be purchased. The first stop, Slim Cognito's Space Shack

Mission 1: Visit Slim Cognito's Ship Shack

Once at Slim's, approach the Vendor to see what kind of Ship upgrades he's offering. Slim likes to deal in Raritanium versus Bolts, so hopefully you collected your fair share while duking it out in space. The complete list of Slim's standard goods is displayed below. Some of his other, rare and "hard-to-get" items will only become available once you met a certain set of criteria. To find out what these are, you'll have to open the Sealed Secrets Section at the back of the book. If you don't have enough Raritanium to buy some of the more expensive items, you can always go back to get more and return here any time. We suggest buying the Fusion Laser Canons first, followed by the Electro Mine Launcher and Advanced Shielding System [1].

Once a new weapon has been purchased, such as Mines, Torpedoes and Nukes, you will be able to bring up a Quick Select Menu during space battles by pressing the △ button. As with the Quick Select Menu during standard play, you can use the left analog stick to choose a weapon, then fire it by pressing the ○ button. When you purchase the added ability of Hyperspace, pressing the **L2** and **R2** buttons activate it [2].

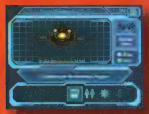
Slim's Standard Package

1: Triple Boost Acceleration Engine

Cost: 15 Raritanium

Availability: Immediately

Description: The Triple Boost Acceleration Engine is a three-rocket engine that mounts on the back of the Ship. Its unique cooling technology will allow the Ship to move at its maximum possible speed for three times the duration of the Single Boost Acceleration Engine allows.



2: Fusion Laser Cannons

Cost: 30 Raritanium

Availability: Immediately

Description: The Fusion Laser Cannons are a more advanced version of the standard system included with the Ship. These Cannons provide a much more powerful shot, capable of taking out extremely tough enemies.

Slim's Standard Package

3: Electro Mine Launcher

Cost: 10 Raritanium

Availability: Immediately

Description: The Electro-Mine Launcher launches a mine that emanates deadly tendrils of electricity. Ships passing close to the Mine are zapped into oblivion by the tendrils.

4: Fast-lock Missile Launcher

Cost: 20 Raritanium

Availability: Immediately

Description: The Fast-Lock Missile Launcher is an upgrade of the Standard Missile Launcher. It contains a more sophisticated targeting system that can lock onto even the most elusive of enemies at a rapid pace. The Fast-Lock Missile Launcher also increases the velocity of the missiles themselves, diminishing the time it will take them to reach their targets.

5: Torpedo Launcher

Cost: 20 Raritanium

Availability: Immediately

Description: The Torpedo Launcher will allow your ship to fire a series of highly explosive Torpedoes at enemy Ships. While the Torpedo Launcher is not equipped with a targeting system, its highly explosive warheads can take out many Ships with a single shot.

6: Advanced Shielding System

Cost: 20 Raritanium

Availability: Immediately

Description: The Advanced Shielding System provides more power to your shields, giving your Ship an extra layer of protection.

7: Nuclear Detonation Device

Cost: 60 Raritanium

Availability: Immediately

Description: The Nuclear Detonation Device is capable of firing a bomb that delivers a devastating explosion, wiping out any nearby Ships or asteroids.

8: Hyperspace Warp System

Cost: 45 Raritanium

Availability: Immediately

Description: The Hyperspace Warp System uses the power of a confined black hole to warp the fabric of space around your Ship. The Ship can use these warps in space to travel short distances within the sector. Press **L2** and **R2** to activate it.

9: Hi-Lift Wings

Cost: 5 Raritanium

Availability: Immediately

Description: Hi-Lift Wings is a cosmetic feature that gives your Ship a sleek, aerodynamic appearance.

10: Heavy Ordinance Wings

Cost: 5 Raritanium

Availability: Immediately

Description: Heavy Ordinance Wings is a cosmetic feature that gives your Ship a cool, retro look.

11: Mega-Mine Launcher

Cost: 20 Raritanium

Availability: After purchasing Electro-Mine Launcher

Description: Mega-Mines can be carried in this Launcher. Much more dangerous than the Electro-Mines, the Mega-Mine's tendrils are longer, and can hit Ships from a much farther distance.

12: Multi-Torpedo Launcher

Cost: 20 Raritanium

Availability: After purchasing Torpedo Launcher

The Multi-Torpedo Launcher fires three torpedoes from your Ship side by side, creating an explosion even larger in radius than that of the Torpedo Launcher.

13: Ultra-Charge Shielding System

Cost: 40 Raritanium

Availability: After purchasing Advanced Shielding System

Description: The Ultra-Charge Shielding System is the most advanced Shielding System available. This system provides three times the shielding of the Basic Shielding System, providing maximum protection for your Ship while taking heavy fire.

Planet Siberius

Frozen Base

According to the transmission from the worker bots on Notak, the Thief was having the shipment he ordered delivered to the Frozen Base on Planet Siberius. It's a cold, blustery planet, but weathering the elements is the last thing on Ratchet & Clank's minds. Their main goal is to track down and confront the Thief.

Level Data

MISSIONS:
1: Find and Confront the Thief

WEAPONS:
None

ITEMS:
None

GADGETS:
None

PLATINUM BOLTS: 2
1: Up above the ledge across the first bridge — use the Tractor Beam to get to it.

2: On the other side of the fence near the Transport Vehicles. Glide down from top of elevator.

NEW ENEMIES
1: MSR I — Chainsaw v2.0
2: MSR II — Flamethrower v2.0
3. The Thief

Mission 1: Find and Confront the Thief

The Megacorp Vendor has nothing new to offer in terms of weapons, but it's a good idea to restock your Ammo while you're here. As soon as you're ready to go, head out down the snowy path. It won't be more than a few steps before Ratchet & Clank encounter a new set of enemies. The first to attack are a series of PX6 Blade Balls, which come out from the ground. Have some Synthenoids equipped, which will take care of that problem [1]. Across the way to the right is a set of second generation Megacorp Security Robots (Chainsaw Model) but, more importantly, there is another set (Flamethrower Model) that will bust out of the hangar to the left. Be ready with the Seeker, Multi-Star or even Mini-Nuke to take care of the problem [2].

HELP DESK : WEAPONS

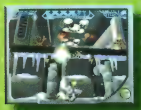
MSR I — CHAINSAW v2.0

This is the best version of the MSR I available on the market today. With an alloy-based armor-plated exterior combining Carbonox and Raritanium, these robots can take a beating and still remain standing. Like the original model, version 2.0 still does not have long or medium-range attack capabilities, and has to rely on getting up close and personal to saw their victims in half. Stay away, far away, and take them out with a powered-up projectile weapon.

HELP DESK : WEAPONS

MSR II — FLAMETHROWER v2.0

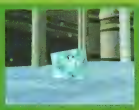
Like the MSR I, these security bots have been upgraded in the armor department. Their flamethrowers have been upgraded to provide the finest combustibility available and, in addition to medium-range sprays, they can also shoot bursts of flaming hot projectiles. This robot will melt intruders like an ice cream cone in the middle of the desert.



Once the first set of MSR I robots across the bridge have been eliminated, a second set of MSR II's will drop down from the ledge above. Keep alert, taking evasive action if they start to fire, and shoot them down with a strong weapon [3].

TIP

Be careful not to fall off a platform and drop down into the icy waters. One touch will turn the furry Lombax into a cube of ice.



As soon as its safe, head across the bridge and then Double Jump over to the next ledge. Down the path and around the corner to the left is another set of MSR's. The Seeker works extremely well here, as each Bomb will seek out its target around the corner, saving Ratchet from exposing himself [4].

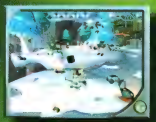
Ride the elevator at the end of the path down to the lower level. Be ready for two MSRs down here. If you're fast enough, you can shoot them back into the Explosive Crate behind them [5].

PLATINUM BOLT

That small column has a Tractor Beam Target attached to it, which will come in handy for getting the Platinum Bolt that is back up above the path from which Ratchet & Clank just came. Equip the Tractor Beam, grab the column, and take it on the elevator. Back up top, maneuver the column all the way down the path to the right until you reach the gap. Once here, detach the Tractor Beam and then Boost Jump from the column up to the platform above it. From here, you can hop into the open hangar (where the MSR II's dropped from moments ago) and grab the sparkling Platinum Bolt inside.

PLATINUM BOLT

But wait, there's more! A second Platinum Bolt can be found while you're still up in this area. From the edge of the path at the top of the elevator, take a leap of faith and Double Jump then Glide to the roof of this small building on the other side of the fence down in the section below. From here, drop down to the ground and head around the corner of the second small building. The Platinum Bolt can be found nestled between the snow bank and the building. To get out of this fenced area, jump back up to the top of the roof of the first building, then drop down on the other side of the fence.



Make sure you have Synthenoids equipped when you hit the ground, as a series of Blade Balls will shoot out of the ground when you Stretch Jump across to the next snowy platform [6]. Take out the MSR's from this safe vantage point before Stretch Jumping to the next, then get ready for some serious shooting action. As soon as Ratchet touches the ground, a drop ship appears overhead and starts warping in more Robots. Throw down a few Miniturrets if you are working on upgrading that particular weapon, then finish off the enemies with the Heavy Lancer, Multi-Star, Seekers, etc [7].

Ready for a ride? This series of heavily armored Transport Vehicles will take Ratchet & Clank up to the Frozen Base. Before hopping in the back of the first one, hit the local Vendor to restock on Ammo [8].

As soon as you're on board, the Vehicle takes off, and the two are attacked from a pack of MSR's from behind the door inside [9]. Make sure you have a set of Synthenoids at your side and a strong weapon equipped.

Once that's over, equip the Swing shot and grapple up to the roof of the next car [10]. A massive attack takes place, with Blade Balls, MSR I's and MSR II's warping in. Be prepared and keep a strong weapon equipped. The Blitz Gun, Seeker, and Heavy Lancer all do the job fairly well [11].

Boss Battle

The Thief — Stage I

In the heat of the battle, the Thief appears riding on a flying glider. He is packing a high-powered laser rifle that shoots out charged laser blasts, and he also has the ability to fire a second shot that creates a spreading shockwave across the ground. Equip another set of Synthenoids to help with the fight and then toss a few Miniturrets to double the firepower. Also keep the strafe button held down so Ratchet can avoid and jump over his blasts while moving to the left and right. After a few seconds of repeated blasts, the Thief takes off.

End

Equip the Swing shot and grapple down into the next car, where the two will be attacked by another wave of Blade Balls and MSR's [12]. When they have been eliminated, use the Swing shot to grapple to the back of the next car, then take the ramp on either side to get back up to the roof [13].

Boss Battle

The Thief — Stage II

As soon as Ratchet steps on the roof, the Thief reappears. Once again, equip a set of Synthenoids and then throw down a few Miniturrets. Don't forget to keep the strafe button held down so you will stay facing him, and make sure to jump and avoid his blasts. It won't take long before the Thief shuttles away, once again and the Transport runs off a cliff and goes crashing down to the ground below.

End

Use the ladder to get up to the catwalk high above. Up top, you'll find some MSR II's and Blade Balls, but it's nothing you can't handle. There is also another Megacorp vendor here, which will allow you to stock up on Ammo once again. Make sure to hit up on everything, especially Synthenoids and Miniturrets [14].

When the two reach the final platform, they find Fizzwidget's Experiment strapped to a huge missile. The Thief appears once again, calling the two corporate lackeys and threatening to eliminate the Experiment once and for all. The final battle begins.

Boss Battle

The Thief — Stage III

This last battle takes place on a large platform, where the Thief will throw everything he's got at Ratchet & Clank. As before, a combination of Synthenoids, Miniturrets and Seekers will take care of business very quickly, but you still need to be on your toes.

In addition to the Thief's rifle fire and shockwave blasts, a round a turbo cannons pop out of the platform and will shoot at the two. To make matters worse, wave after wave of MSR's will be warped in. Equip a set of Synthenoids, throw down four or five Miniturrets, then equip the Seeker or Multi-Star and start attacking.

The battle should only last a matter of seconds, as the Turrets and Synthenoids, in combination with your own fire, should whittle down the Thief's meter in a flash.

End

Winning the battle, Ratchet frees the Protopet while the Thief flies off. Contacting Fizzwidget, he conveys his happiness and gratitude, then tells them he will meet the two at Megacorp's historical mining site on Planet Tabora. After a short documentary on the site, he downloads the coordinates.

Planet Tabora

Mining Area

Having defeated the Thief and recovered Fizzwidget's Experiment, Ratchet & Clank take leave from the snowy mountains of Siberius and head to the desert sands of Tabora. Fizzwidget has asked to two to meet him at Megacorp's Desert Mining Facility where they will hand over the Experiment. What could go wrong?

Level Data

MISSIONS:

1: Meet With Mr. Fizzwidget
2: Find a Way Out of the Underground Tunnels
3: Find a Ship
4: Return Crystals to Mystic
5: Explore the Area

WEAPONS:

1: Lava Gun: Cost: 25,000 Bolts — Max Ammo: 200 Ounces of Lava — Ammo Cost: 1 Bolt per Ounce

2: Bouncer: Cost: 100,000 Bolts — Max Ammo: 25 Bombs — Ammo Cost: 50 Bolts per Bomb

ITEMS:

1: Momentum Glider: Cost: Free

GADGETS:

None

NANOTECH BOOST:

Above pillar in Glider segment

PLATINUM BOLTS: 3

1: Located at northeast edge of large section of desert.
2: Achieved by freezing the opposite end of the platforms inside the Mining Facility.
3: Reward for completing the Glider section.

NEW ENEMIES

1: Spitting Dune Crawler
2: Mutant Sandfly
3: Desert Dune Monster

Mission 1: Meet With Mr. Fizzwidget

To accomplish this Mission, Ratchet & Clank just have to show up. As soon as they touch down on the desert planet, they meet up with the bumbling CEO, who accidentally crushes their Ship into a head of scrap metal. Handing over the Experiemnt, the three take off in his Ship, only to be ejected by mistake.

Mission 2: Find a Way Out of the Underground Tunnel

Ratchet & Clank crash land inside the mining tunnels deep underground Tabora. While Clank is starting to get a little irked and suspicious of Fizzwidget's motives, Ratchet just thinks he's a little quirky. The two must now find a way out of the tunnels and off the planet.

Before cutting out, pay a visit to the Megacorp Vendor in the immediate area. Two new weapons have come on the market – the Lava Gun and the Bouncer. Chances are, you won't be able to afford the Bouncer, but they're pretty good that you have enough bolts to buy the Lava Gun. If you do, make the purchase [1].

HELP DESK WEAPONS

LAVA GUN

Your enemies will feel the burn with this hot and heavy piece of weaponry. The Lava Gun shoots out a constant stream of molten magma, literally toasting anything it comes into contact with. When upgraded, this sizzling sidearm transforms into the Meteor Gun, which fires scalding chunks of lava that blast and light enemies of fire. A good all around weapon, the Lava Gun works especially well against groups of attackers.

After purchasing the Lava Gun, keep it equipped and move out. Not too far off in the distance, Ratchet & Clank will encounter a few new enemies. The Spitting Dune Crawlers spew poisonous venom, and the Mutant Sandflies will snap and bite at the two. Stay back and spray a stream of burning Lava their way [2].

TIP

As a general rule, you don't want to hold down the strafe button when using the Lava Gun. With this weapon, it's much better to shoot a continuous stream while running around in a tight circular motion, which will clear out any enemies that surround Ratchet & Clank.

HELP DESK MONSTERPEDIA

SPITTING DUNE CRAWLER

Produced by organic Dune Crawler Generators at impressive rates, these indigenous reptiles have a devastating close-range poisonous spray that they belch from their mouths. Due to years of extreme heat exposure, their hides have become thick and crusty, making it extra tough to shoot through. Stay back and out of their range, using a long to medium-range weapon to take them out. If you purchased it, the Lava Gun will do the trick just fine.

MUTANT SANDFLY

A variant of the Mutant Firefly found on Oozla, this guy packs a bite. Sandflies typically travel in swarms and, like the Dune Crawlers, are produced by Sandfly generators. With no armor to speak of, any weapon, as well as the Wrench, will take care of these pesky critters - just don't allow yourself to be surrounded by them.

Continue through the tunnel, making sure to jump over the small lava-filled gap – one touch from this super-heated liquid means instant death. In addition to a second pack of Dune Crawlers, there is a different-colored Nanotech Sphere here [3].

HELPDESK : INFO

ULTRA NANOTECH

This purple-colored Nanotech has much stronger healing properties than that of standard Nanotech. When absorbed, one sphere of Ultra Nanotech will replenish four slots of health (versus one slot for standard).

Up on the ledge above, Ratchet & Clank will find a swarm of Sandflies, which are constantly being added to by a Sandfly generator. Any of your weapons will take care of the problem, but stick with those that need upgrading. Beyond them are multiple packs of Dune Crawlers. Instead of getting close, stay across each lava-filled gap and use long-range weapons (such as the Seeker) to eliminate them. While it might take multiple hits, at least you are not exposing Ratchet to attack [4].

Carefully navigate across the set of raised platforms, using the Thruster Pack's Stretch and Boost Jumps to get up and across. On the other side, Ratchet & Clank will find something of interest — a new and more powerful Wrench [5].

HELPDESK : INFO

OMINWRENCH 10,000

This new and improved Wrench is more powerful than Ratchet's old model, taking out enemies with half the effort.

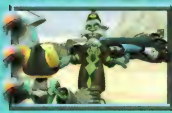
Continue through the tunnel, following the path as it slowly slopes upward. Of course, the way will be blocked by hordes of Dune Crawlers and generators, but you can take them out quickly and cleanly using the Lava Gun and a few handy Synthenoids [6]. When you get to the huge gap, pull out the Pulse Rifle/Vaporizer and use it to take out the Dune Crawlers across the way before swinging across to the other side with the Swing shot [7].

The tunnel beyond is brimming with lava. Use the Swing shot on the Versa-Target to get a head start, then hold down the ✕ button to Glide all the way down the length of the tunnel and back on to solid ground [8].

At the other end, Ratchet & Clank encounter the Thief, who demands they hand over the Experiment. Before he can back up his threats, he falls off his ship, knocking his mask off in the process. He turns out to be a she — and a Lombax to boot! This fellow Lombax tells the two that their actions have put the whole galaxy in imminent danger. She then proceeds to show them an advertisement for the Megacorp Testing Facility, where the huge corporation makes sure their products are safe for the public. Before Ratchet can get any more info out of her, she takes off, leaving he and Clank to figure out a way to get off this barren planet. At least they have a new set of coordinates for the Testing Facility on Dobbo.

Mission 3: Find a Ship

The elevator here will take Ratchet & Clank out of the tunnels and back up to the desert. Unfortunately, they still don't have a Ship. Perhaps the strange-looking fellow standing in front of that heap of metal can lend some insight and information [1].



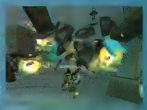
Ratchet & Clank approach the robed man, who looks to be in deep meditation. Recognizing the heap of metal as his ship, Ratchet tries to claim it. The mystical Guru tells them possession is an illusion, and that all things belong to the cosmos. He also tells them this Ship suffers from wounded chi, and it needs Crystals to heal it. These particular Crystals can be found in the desert beyond.

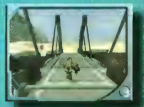
Mission 4: Return Crystals to Mystic

The kooky Guru looks and sounds like he has a few screws loose, but Ratchet & Clank are out of options and need to get off this forsaken planet. If they can gather ten Crystals, perhaps then he will help them fix their Ship [2].

TIP

Before heading out into the desert to search for Crystals, go inside the three structures and smash the junk around the walls for Bolts. Some more can also be gotten from the glass tops of the columns surrounding the one to the right of the Guru.





Make sure to pay a visit to the Megacorp Vendor and restock on all of Ratchet's Ammo, then take the bridge the Guru is facing and head out into the desert [3].

The desert is an extremely dangerous place, filled with Spitting Dune Crawlers, Mutant Sandflies and huge Desert Dune Monsters. Your best bet for survival is to constantly keep a set of Synthenoids by Ratchet's side while using the Lava Gun on the Crawlers and Sandflies, then switch to an upgraded weapon that you can lock-on with, such as the Multi-Star, for the Desert Dune Monsters that pop out of the sand [4].

HELP DESK : MONSTERPEDIA

DESERT DUNE MONSTER

These fiends like to hide in the desert sand from the extreme heat, disguising themselves as a mere pile of debris. When they hear their prey coming, however, they wait until it gets close, and spring from hiding to attack with their electric tendrils. Use a strong weapon on these huge, hovering beasts, preferably one that will lock-on to the target, and continually shoot it while avoiding its tendrils. Unfortunately, you won't be able to pick them off from far away with the Pulse Rifle/Vaporizer, as they will only expose themselves when their prey is near.

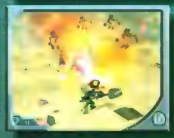
If you check the Map, you'll see that the desert region Ratchet is exploring is actually a small portion of a much larger area, which are connected to each other by rock bridge formations. For the moment, Ratchet & Clank only need to find ten Crystals, and there is no need to venture out of the smaller area [5]. These Crystals can be broken off of the large stocks sticking out of the sand [6]. They can also be gotten from kill-

ing the large Dune Monsters. The best way to clear the area and retrieve the Crystals is to start by taking a right or left from the bridge, and methodically work around the small section's perimeter, then clear out the middle. There are a total of 12 Crystals in this area [7].

When you have collected ten or more Crystals, return to the Lilna and press the △ button when standing in front of him to trade the ten Crystals and repair the Ship [8].

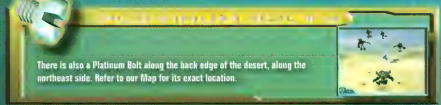
For ten Crystals, the Guru works his magic and repairs the Ship like new. Quickly muttering under his breath, he tells them if they bring him more Crystals, he will pay them cold, hard Bolts.

At this point, it's possible to go back out into the desert and find more Crystals to trade for Bolts (although it's not required) [9]. Make sure to restock on Ammo before heading out across one of the rock bridges. As before, make a large sweep around the perimeter, then slowly work inward. Besides earning a ton of Bolts, this is a good area to work on upgrading your weapons, as well as Ratchet's Nanotech. There are a total of 90 Crystals that can be found for a total of 90,000 Bolts! [10]



TIP

In addition to the Map, use the high dunes to get your bearings and find the areas where there are still some Crystals.


There is also a Platinum Bolt along the back edge of the desert, along the northeast side. Refer to our Map for its exact location.

In addition to the Crystals, you can find a Black Market Weapon Mod Vendor not far from the Guru – just right of the small fence leading out to the large section of the desert. Approach it and press the △ button to summon him, then exchange some of your Platinum Bolts for more Mods. If you have been following this walkthrough, you should have a total of ten. This Vendor has nine Mods available, which are: Acid Mod for Chopper/Multi-Star, Shock Mod for Pulse Rifle/Vaporizer, Shock Mod for HK22/Seeker Gun, Lock On Mod for HK22/Seeker Gun, Acid Mod for Blitz Gun/Blitz Cannon, Lock On Mod for Lancer/Heavy Lancer, Shock Mod for Miniturret/Megaturret Gun, Acid Mod for Gravity Bomb/Mini-Nuke, and Lock On Mod for Gravity Bomb/Mini-Nuke. Purchase as much as you can, then continue searching for Crystals [11].

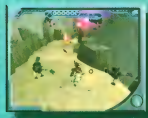
When you are done collecting Crystals, return to the Guru to trade for Bolts. If you were diligent and found all 90, you should now have enough cash to purchase the Bouncer [12].

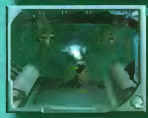
HELPDESK WEAPONS

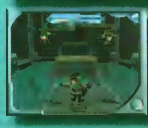
BOUNCER

Fun for all ages, the Bouncer tosses out a small ballistic bomb, which will burst into a barrage of bouncing Bomblets that explode on contact. The Bouncer can be upgraded into the Heavy Bouncer, which fires out a giant bomb, creating much more damage than the original. The Bouncer is one of the best weapons you will find. Not only is it a great weapon for rooms or areas with multiple enemies, but it works well as a long-range weapon. The Bouncer can be upgraded into the Heavy Bouncer, which fires out a giant bomb, creating much more damage than the original.

Mission 5: Explore the Area





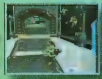


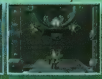
The final Mission on Tabora requires Ratchet & Clank to explore the Mining Facilities. To begin, head through the small structure to the left of the Guru, which leads down a sloping path and into a water-filled tunnel [1]. Since the water will keep the two from getting up to the ledge to the right, break out the Therminator and freeze it solid [2].

On the other side, Ratchet & Clank will find a small room filled with water, and a series of platforms that are attached to each other in its center. When the two jump on the first one, it lowers, raising the others like a seesaw. If they jump to the center, the platforms will equal out, lowering to the point that Ratchet & Clank won't be able to get up to the ledge beyond. What you need to do here is use the Therminator from the first platform, freezing them in place so that they form a series of steps up to the ledge [3].

ALTITUDE SKILLS

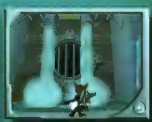
Before freezing the platforms in place so the two can continue, hop onto the last platform, raising the first one, then freeze the water. Hop up to the first and highest one, then Double Jump into the small alcove to the left. Up here, Ratchet & Clank will find a Platinum Bolt.

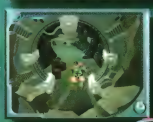




Hop back down and then thaw the ice, then refreeze it once the two have raised the last platform so they can get up to the high ledge and continue exploring [4].

While this area might look like a dead end, you can use the Therminator to freeze the small pool of water – and the waterfall – then use it as a jump slot to get up to the top [5]. After taking out a few Crawlers in this next stretch of tunnel, use the Thruster-Pack's Stretch Jump and Glide across the canyon to the tunnel below [6]. At the tunnel's end, Ratchet will find a new item – the Momentum Glider [7].





HELPDESK INFO

MOMENTUM GLIDER

What all the kids want these days, Megacorp's hottest new item, the Momentum Glider, will literally blow Ratchet away. Once acquired, this aerodynamic set of wings will allow him to ride the winds in style. Just be careful to watch for walls and objects, as brushing into one will send the poor Lombax plummeting back down to the earth.

Anytime you find one of these launch pads, indicated by glowing orange arrows, Ratchet will be able to pull out and use his new Momentum Glider. To use it, just stand on the launch pad and press the X button. As soon as he is airborne, the left analog stick controls the Glider's movements [8]. Pressing forward will cause the Glider to dip and descend, pulling back will cause it to rise, while pressing left and right will turn it in each direction. Since the Glider rides on wind currents, if you attempt to fly too high, dive too steep, or hit a wall or obstacle, it will stall and crash to the ground [9].

Press the X button to dive off the cliff and Ratchet will activate the Glider. You are going to have to fly through this tight desert canyon, avoiding its walls and obstacles, while flying through the rugged passageways. Watch out for the first of these tall columns as the canyon curves to the right [10]. The canyon continues to curve around to the right, and you will have to continuously adjust the Glider's path in order to avoid the walls and columns. Try to stay as high as possible – there is a bonus hovering above the fourth pillar [11].

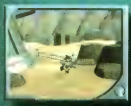
PLATINUM BOLT

Make sure you lower the Glider back down once you've acquired the Boost, as there is a landing you will have to make at the canyon's end. There is also a Platinum Bolt waiting for Ratchet & Clank when they touch back on the ground. Bonus!

Step on the Translocation to be warped back to the Ship, then head out for your next destination – Planet Dobbo and the Megacorp Testing Facility. It seems like there is more going on here than meets the eye...

Turn to Megacorp Testing Facility, Planet Dobbo, page 85

Returning From Planet Encako, Megapocs, page 50



Now that Ratchet has acquired the Gravity Boots, he will also be able to use them to get up to the small structure out in the desert region on Tabora. This building can be found directly behind the Ship off in the distance [1]. Hop over the small fence and head over to it, climbing up the ramp when you arrive [2]. Up top, the two will find a Mining Vehicle [3].

MISSION INFO

MINING VEHICLE

Hopping into this small vehicle will allow Ratchet & Clank to hover over the desert dunes of Tabora and mine for Raritanium. To find the Raritanium, the Mining Vehicle comes equipped with both radar and an arrow locating system. The arrow at the top of the screen will point you in the direction of the nearest Raritanium. When you arrive, the arrow will point at the exact location, letting you know you are right on top of it. In addition, the yellow dots on the radar in the top right corner of the screen also display the location of the Raritanium. When you approach a chunk, stop the Vehicle and press and hold the (Square) button to mine it from the ground. The meter on the right will show the process, and the Raritanium will be acquired once it reaches the top. The last bit of information you need to know is the bar on the bottom of the screen in the Mining Vehicle's damage meter. The Vehicle is susceptible to enemy attack, and won't last long with repeated hits.

MINING VEHICLE CONTROLS

Steer left and right:	Left Analog Stick	Thrust:	X button
Mine:	□ button (hold down)	Enter/Exit Vehicle:	△ button

Leave Tabora for your next destination. Make sure to stop off at Slim's and purchase some new parts with your stash.

Turn to Planet Dobbo Megacorp Testing Facility, page 95

Testing Facility

On the way to Dobbo, Ratchet & Clank get a little more background information from the show "Behind the Hero" on what happened to Captain Qwark after his defeat at their hands. It seems that the embattled Qwark was ordered to pay six billion Bolts for damages due to his Personal Hygienator debacle. Attempting to flee to Pokitaru, he was arrested, only to escape by flushing himself down the toilet. The bad Captain has not been seen since. Back to the Mission at hand, the two have decided to travel to Megacorp's Testing Facilities on Planet Dobbo, in order to figure out what the Thief was getting at when she showed them the transmission.

Level Data

Missions:
1: Explore the Testing Facility
2: Repair the Power Generator
3: Purchase Information from Terminal
4: Defeat the Thug Leader

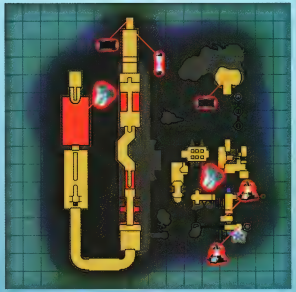
Weapons:
1: Minirocket Tube: Cost: 50,000 Bolts — Cost Per Rocket: 50 — Max Ammo: 25 Rockets

Items:
None

Gadgets:
None

Armor:
Tetrafiber: Cost: 25,000 Bolts

Platinum Bolts: 2
1: At the top of last room in Glider challenge.
2: Inside locked room accesed after purchasing Spiderbot Glove.



New Enemies:
1: Megacorp Sentinel
2: Blade Ball v2.0
3: Megacorp Trooper
4: Megacorp Security Turret
5: Megacorp Hover Tank
6: Megacorp Chickenbot v2.0
7. Thug Leader

Mission 1: Explore the Testing Faciltity

Ratchet & Clank's first objective is to explore Megacorp's Testing Facility and try to figure out what the Thief was trying to snow them. This Mission won't be complesed until they have scoured every inch of the huge Facility. Before starting out, pay a quick visit to the Vendor and see what's for sale [1]. The latest weapon to be offered is the Minirocket Tube. There's more than a good chance you don't have enough Bolts to afford it, especially if you purchased the Bouncer on Tabora. In any event, when you rack up the 50,000, make sure to return to the Vendor and buy it [2].

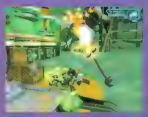
HELP DESK: WEAPONS

MINIROCKET TUBE

Don't be misled by its peculiar name, since there is nothing amusing about this powerful rocket launcher (unless you count the look on Chainblade's face, as he is about to be pummeled by one of its rockets). The Minirocket Tube can fire a deadly, high-powered projectile toward its target, which will explode in a fiery shower of shrapnel on contact. Upgraded with devastating results, the Minirocket Tube transforms into the Megarocket Cannon, which offers an increased rate of fire and the ability to charge up and fire four rockets at once. Nasty!

TIP

The lights and green glass domes lining the walkways can be smashed for Bolts. Also, stay out of the water, unless you want to be gobbled up by a Sewer Shark.



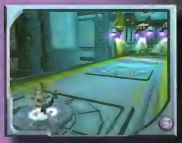
Before using the Translocator at the end of the first walkway to warp into the Facility, Stretch Jump across to the next platform to check out this new Vendor. This is an Armor Vendor. These Vendors can only be found on certain planets and offer the latest in Megacorp's high-tech protective outerwear [3]. For 25,000 Bolts, the Tetrafiber Armor can be yours. If you have the cash, purchase the Armor now, as you are definitely going to need it! If not, the moment you do, come back and get it ASAP [4].

HELP DESK: ARMOR

TETRAFIBER ARMOR

With its patented titanium technology, this armor is guaranteed to block 33% of all killing damage. Once you purchase it, this fashionably blue body armor will automatically be worn, making Ratchet's green Commando Suit obsolete.

Once you're ready, step on the Translocator and warp into the Facility. Inside, Ratchet & Clank will find a new enemy with which to contend. These Megacorp Sentinels patrol the Facility, using their spotlights to search for unwelcome trespassers. To save yourself some trouble, it's best to try to sneak past, staying out of the spotlights. If you do happen to get caught, they will attack with extreme prejudice [5].



HELP DESK MONSTERPEDIA

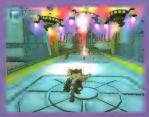
MEGACORP SENTINEL

These Sentinels serve as early warning devices, scanning and searching the floor below with their spotlights for intruders. If you happen to cross their beams of light, they will set off the Facility's alarms and attack, shooting a deadly stream of fire from their guns. The best way to deal with these hovering security bots is to avoid their spotlights and sneak past. You can try to shoot them down, using a strong upgraded and Modded weapon, such as the Vaporizer, but we recommend going the stealth route, if at all possible.

Do your best to sneak past the Sentinels' spotlights. You can Double Jump around them on either side of the walkway, just make sure not to fall into the acidic orange liquid surrounding it [6]. Don't forget that you also have the old Gadgetron Decoy Glove. You can throw one of these down to fool the Sentinels into firing on it, then sneak on by [7]. Beyond the Sentinels is a group of green Blade Balls. These are much stronger than the standard orange, and should be taken out with a weapon versus the Wrench [8].

TIP

Just have to get those Bolts from the Sentinels? Get as close as possible, throw down a few Miniturrets/Megaturrets, then retreat — they will take them out while you sit back and watch.

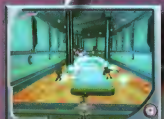


HELP DESK MONSTERPEDIA

BLADE BALL v2.0

This deluxe model features a higher torque motor fitted with sharpened duraplated blades. Small and compact, the Blade Ball v2 is the next generation of automated drone assassins. Instead of trying to eliminate these whirling balls of death with the Omniwrench, stick with a weapon, such as the Lava-Gun, Blitz Gun, Multi-Star, etc.

Just beyond the Blade Balls, there is a walkway that has a series of super-heated plasma lines slowly sweeping across its length. While you can jump Ratchet over each one, slowly crossing the walkway until they get to the other side, it's a bit risky, and will most likely result in the Lombax taking some damage [9]. Instead, equip the Pulse Rifle/Vaporizer and use its zoom feature to locate the small Security Turret that will intermittently pop in and out of the floor at the end of the path. Once you get it in your sights, quickly shoot it before it sinks back into the floor. Doing so, will deactivate the plasma [10].



HELP DESK : MONSTERPEDIA

MEGACORP SECURITY TURRET

This is a stationary Turret, used mainly to protect small hallways, which produces a slow moving plasma fire that will move down a corridor and burn intruders into a neat pile of ash for the Megacorp Sweeper Bots to clean up. The Turret is vulnerable unless it sinks into the floor to recharge.

Just beyond the Security Turret and a few more Sentinels, a squad of Megacorp Troopers will attack Ratchet & Clank. These soldiers mean business, and will attack with precision and coordination. Use the columns and small barriers as cover, then send some Seekers their way. It's also a good idea to equip a set of Synthenoids, if you have some left [9].

HELP DESK : MONSTERPEDIA

MEGACORP TROOPER

The Megacorp Troopers are the vanguard of the Megacorp paramilitary forces. Armed with dual plasma rifles and trained in group fighting, it is not unusual to see groups of these soldiers teleporting in before you've scarcely finished off their comrades. Do your best not to take on these highly trained soldiers head on, instead picking them off with the Pulse Rifle/Vaporizer, or using the Seeker Gun or Bouncer while taking cover.

When the firefight is over, head to the edge of the platform, and equip the Gravity Bomb/Mini-Nuke. From here, you can go into the first-person mode and toss a few Bombs down to the floor way below, taking out the Troopers stationed there. Don't move too far out to the edge, as they will spot Ratchet and return fire. When they have been eliminated, watch for the two Security Turrets to pop out on each side of the room and toss a few more Bombs to eliminate them as well [10].

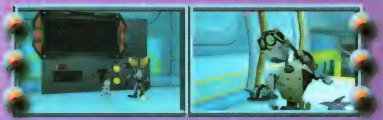
Down at the bottom, use the Pulse Rifle/Vaporizer once more on the Security Turret at the other end of the long walkway, then sneak past the Sentinel in order to take the elevator up to the next area [11]. When you get there, make sure you still have the weapon equipped, as there is a Megacorp Hover Tank off in the distance that will fire on Ratchet & Clank as soon as it gets a bead on them. Use the zoom feature and don't let that happen [12].

HELP DESK : MONSTERPEDIA

MEGACORP HOVER TANK

This monster of a vehicle has a rapid fire cannon mounted on a turret. The Tank can lay down an impressive line of fire that will frighten off the most hardened of intruders. We don't recommend taking these suckers head on, instead, stay as far back as possible and use the Pulse Rifle/Vaporizer to blow them to smithereens.

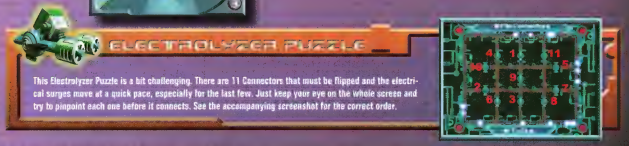
Use the Swing shot to grapple over to the next platform, then break out the Dynamo. There is a series of Dynamo Activators hovering way above the room up here. Activating each one will cause a platform to temporarily appear, allowing Ratchet & Clank to jump across each until they get to the final one at the end. The trick is not to panic and execute a single jump from one to the next, as it's possible to overshoot them otherwise, falling down to the ground and having to start over [13].



Ratchet & Clank arrive at the core terminal, where they hope they will be able to access the Facility's files and glean some information. Unfortunately, the power is out in the entire area, and the terminal is temporarily offline. Pressing a button, Ratchet calls a Maintenance Bot, which comes hovering in but doesn't seem to have a clue how to fix the problem. The two decide to take matters into their own hands and follow the Bot to the root of the problem.

Mission 2: Repair the Power Generator

The Maintenance Bot will take off as soon as Ratchet leaps off of the launch pad and activates the Momentum Glider [1]. As soon as you are flying, pull the Glider up a bit and stay on his tail. The trip will take you over, around and through the Facility's obstacle-filled tunnels [2]. Just watch what the Maintenance Bot does and follow suit. It's a fairly quick ride that's not too challenging. When they reach their destination, Ratchet & Clank will drop onto the ground, putting them right in front of an Electrolyzer target [3].


ELECTROLYZER PUZZLE
This Elextrolyzer Puzzle is a bit challenging. There are 11 Connectors that must be flipped and the electrical surges move at a quick pace, especially for the last few. Just keep your eye on the whole screen and try to pinpoint each one before it connects. See the accompanying screenshot for the correct order.

When the power has been restored, use the Translocator to return to the main core terminal.

Now that the power is back on, Ratchet presses the button at the core terminal, only to find that it wants a whopping 10,000 Bolts in exchange for the information.

Mission 3: Purchase Information from Terminal

If you have the 10,000 Bolts required to purchase the information, then approach the terminal and press the △ button. If you are short, you can use the Translocator here to be warped back to the Ship and collect some more. Don't forget that the area surrounding the Ship is filled with breakable objects, netting you at least five or six hundred Bolts. You can also hop over to the platform beyond the Armor Vendor and take on the Chickenbots to get some more. As soon as you have the required amount, activate the terminal [1].

The two view the transmission from the terminal, which reveals that the Experiment, under extreme stress, exhibited incredibly violent tendencies, eating its scientist handlers. Their ultimate recommendation is that the experiment be destroyed at Megacorp's Disposal Facilities. Clank notes that they are the first to see the recording, meaning Fizzwidget doesn't know about the dangers of the Experiment. Ratchet contacts the CEO to warn him, but he doesn't pay much attention. He finally agrees to meet the two at the Deep Space Disposal Facility, telling them the password is "Qwarktastic!" The coordinates to Hrugis Cloud are downloaded to Ratchet's Ship.

Platinum Bolt

Before returning to the Ship, there are still a couple of items that need to be collected in this area using the Momentum Glider. The first is a Platinum Bolt, which is located in the very last room at the end of the tunnel. Hop off the launch pad and ride the Glider all the way back through the obstacle course. As soon as you pass through the final opening, pull back on the Glider and fly as high as possible without stalling. The Platinum Bolt is located in the middle of the highest section of diamond-shaped, criss-crossing pipes. It might take a few tries, but eventually you will be able to fly up and grab it. Don't worry if you crash once you've gotten it, as it will stay in Ratchet's inventory.

Nanotech Boost

You might have seen the Nanotech Boost hovering tantalizingly up at the ceiling in the room with the launch pad and core terminal. Getting this Boost is extremely hard, and will most likely take you multiple tries. Here's the best way to do it: First, ride the Glider through the Facility all the way to the final room. When you get to it, head through the right diamond-shaped section, hugging the right wall as close as possible without touching it. As soon as Ratchet is through the opening, make a sharp U-turn to the left — he will fly around the room and through the left diamond-shaped section, heading back the opposite way. Coming back, when you enter the rotating tunnel, quickly pull up and then push forward to safely navigate through it. The final part of this tough challenge is to finish heading back to the first room, staying in the middle when going through the final diamond-shaped section, then angle to the right and pull up as soon as you clear the last wall. If done correctly, Ratchet will fly straight up and to the right, grabbing the Nanotech Boost in the process. If you fail, don't get discouraged, just keep trying. Eventually, the Boost will be yours.

Mission 1: Explore the Testing Facility (continued)

Back outside at the Ship, restock any Ammo that you can afford, then head across to the platform with the Armor Vendor. On the next, there is a pack of red Chickenbots – these little guys are more fierce and stronger than the blue variety. Shoot them from afar, then get ready for another firefight against a squad of Troopers [1].

HELP DESK | MONSTERPEDIA

MEGACORP CHICKENBOT V2.0

Megacorp's newest budget security robot, the Chickenbot 2.0 is constructed with an enhanced Tetrafiber exterior and sharpened duraglated fangs. Taking a bite out of crime (and anything else that happens to get within ten feet of them), these ferocious mechanical Chickenbots should be attacked with a medium to close-range weapon, such as the Lava/Meteor Gun or the Blitz Gun/Cannon.

You can opt to use the Pulse Rifle/Vaporizer from a distance to take out the patrolling Troopers, then take cover using the barrier on the right side of the platform if you run out of Ammo or start drawing fire [2]. The Seeker and the Bouncer are also good weapons for the job, as you can fire them and then stay back, letting the weapons do all the work [3].

Around the corner to the left are a series of Dynamo Activators. You can send a few Seekers to eliminate the Chickenbots across the way, then use the Dynamo to get across the platforms. Up above on the next platform are more Troopers. You can clear out the first couple by Double Jumping in the air and tossing a Miniturret/Megaturret up there. Finish off the rest behind the next set of barriers with a round of Seeker Bombs. Make sure to use the barriers for cover to avoid the Troopers' fire [4]. When they have been eliminated, stay in front of the barriers and use the Pulse Rifle/Vaporizer to take out the Hover Tank off in the distance [5].

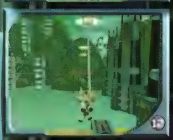
When it's safe, use the Swing shot to grapple over to the next platform, where another massive Trooper firefight will take place. Down the path in both the enclosed and outside area, Ratchet & Clank will find a large number of Troopers. Equip a set of Synthenoids for backup, then use a combination of the Bouncer, Seeker Gun and Vaporizer to take them all out. Remember to use the barriers for cover and only expose Ratchet when the Troopers are not firing. When the carnage is over, collect the Bolts and then take the ladder on the platform to the right up to the next area [6].

Up here, use the Swing shot once more to get across to the next platform. Inside this covered area, the two will encounter another set of Troopers. Keep using the Seeker to take them out, then drop a few Bouncer Bomblets or Mini-Nukes down into the holding bay below, clearing out the patrolling Chickenbots [7]. Finally, use the Pulse Rifle/Vaporizer to take out the Hover Tank off in the distance.

When the remaining Troopers below have been eliminated, use the Swing shot to get down to the next platform. Around the corner to the left is yet another squad of Troopers. Use the barriers for cover and send out wave after wave of Seekers. You can shoot from the first-person perspective to aim them toward their intended targets. If you run out of Seeker Ammo, switch to the Bouncer or Heavy Lancer and continue to mow them down [8].

TIP

You can bank the Bouncer's Bomblets off of walls and corners in order to fire at enemies while staying under the protection of cover.

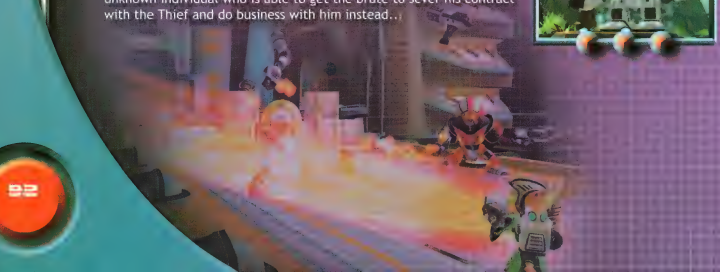


Head up the ladder on the last platform to the right, then use the Pulse Rifle/Vaporizer to take care of the two Troopers way off in the distance [9]. Carefully Swing shot to the next platform, then Stretch Jump to the one after that. Remember this small air vent in this room, as you will have to return to it when you have the right tool to grab another Platinum Bolt [10]. For the meantime, however, just continue on down the path.

Around the corner are two more Dynamo Activators. Turn each on and Double Jump from one to the next and then onto the platform beyond [11].

There is another set of Versa-Targets to the right. Use the Swing shot to swing across all four until Ratchet & Clank are back on solid ground. Just ahead, there is a strange looking masked figure [12].

Ratchet & Clank approach the figure who calls himself the "Mathematician." This loud freak yells at the two that nobody gets by him and, if they try, he will subtract their heads from their shoulders. Clank tries to approach the conversation as one fellow number cruncher to another. The Mathematician tells them the small moon above is where they divide the losers from the winners before they can join the Megacorp Games. Recognizing the glowing platform on the ground here, Clank steps on it and is transformed into Giant Clank. Meanwhile, the Thugs-4-Less Leader takes a call from an unknown individual who is able to get the brute to sever his contract with the Thief and do business with him instead...



Mission 4: Defeat the Thug Leader

Mini-Boss Battle

Thug Leader

Transformed into a giant robot, Giant Clank flies to the orbiting moon to challenge his opponent, which turns out to be the Thug Leader. Last time they met on Endako, Ratchet & Clank handed him his lunch. It's time for a repeat performance.

HELP DESK INFO

GIANT CLANK

When Clank transforms into Giant Clank, he becomes a robotic fighting machine equipped with the latest in Megacorp technology. Giant Clank can pull off a variety of special moves and attacks.

GIANT CLANK CONTROLS

Punch:	□ button
Fire Missiles:	○ button
Bomb Strike:	
Special Attack:	△ button
Jump:	✕ button
Strafe:	L2 button or R2 button (hold) + Left Analog Stick or directional button

The Thug Leader is under control of his own giant robot. In addition to slewing insults, this nasty goon can launch a variety of attacks, which include a walloping punch that will send Giant Clank backward [1].

His second attack is the ability to shoot out a never-ending stream of missiles at Giant Clank when he gets within range [2].

His third and most lethal attack is a Bomb Strike, similar to Giant Clank's. You will know he is about to execute this attack, as he will most likely hover in the air and the screen will turn red. When this happens, either strafe out of the way or quickly jump to avoid it [3].

Lastly, the Thug Leader has a constant back up of firing attack ships, which will consistently pelt Giant Clank with their machine gun fire [4].

As soon as the battle starts, things get nasty real quick. In addition to the attack ships constantly firing at Giant Clank, you will have to worry about the Thug Leader getting off a devastating punch before you can act. The best strategy is to first execute a Bomb Strike Special Attack by pressing the △ button when you are within range, which will temporarily stun the Leader [5].

Next, quickly approach him and execute a string of punches to send him flying backwards. You can follow up with another Bomb Strike if he isn't too far away, or just shoot out some missiles if he attempts to run [6].

TIP

During this intense battle, you should always be smashing the buildings; as Nanotech, Missiles and Bombs can be found in their rubble and you will constantly need to be refilling all of these items.

The Thug Leader will also jump and hover in the air while pelting Giant Clank with his missiles, making it impossible to punch and shoot him from the ground. When he does this, get close and use a Bomb to bring him back down to earth, then quickly go in for a few more punches [7].

Make sure you are also constantly eliminating the attack ships. In addition to stopping them from whittling away Giant Clank's health, if you attack at close range with punches, they will also drop Nanotech [8].

TIP

As soon as the Thug Leader runs away, press the R3 or Select button to pull up the Map and locate his position. You can also follow the arrow at the top of the screen, which will help lead you to him.

When you start to get low on health, stop attacking the Thug Leader and start crushing the environment and attack ships for Nanotech. Try to refill Giant Clank's meter as much as possible before locating the Leader and picking up the fight [9].

Keep repeating the process of executing a Bomb Strike followed up with a punch combo, then finding more Nanotech and refilling Giant Clank's Bombs before attacking some more. It takes a bit of time, but the Leader eventually will take a fall [10].

The Thug Leader is down but most likely not out. Victory in hand, Giant Clank returns to Dobbo where the Mathematician declares the two prime! Because of their glorious victory, they are now eligible for the Megacorp Games on planet Joba.

After watching a quick advertisement for the Arena Battles, Cage Matches and Hoverbike Games, the two are ready to set off for their next destination.

Hop on the waiting taxi at the end of the platform and ride it back to the Ship. At this point, Ratchet & Clank can choose from either the Deep Space Disposal at Hrugis Cloud, or the Megacorp Games on planet Joba. Head for Hrugis Cloud first [11].

Turn to Planet Hrugis Cloud, Deep Space Facility, page 96

Returning From Planet Tabora, Mining Facility, page 84

PLANET TODANO, MEGACORP ARMORY

Now that Ratchet has acquired the Spiderbot Glove from planet Todano, he will be able to send one of the little mechanical arachnids down the small air vent in the room we pointed out earlier. To get to it, take the taxi back to the Mathematician and head back a bit. Its location is right before you get to the final set of Dynamo Activators, in the small room to the right. In here, toss a Spiderbot onto the ground, then maneuver it into the air vent. Take a right at the tunnel branch and then move the Spiderbot onto the floor switch, opening the door in the process. Now just head back the way you came and down and around the corner, and you will find the open doorway with a brilliant Platinum Bolt waiting inside.

Turn to Planet Todano, Megacorp Armory, page 114.

Deep Space Disposal Facility

Upon arriving at the Deep Space Disposal Facility, Ratchet & Clank imput the password given to them by Fizzwidget. Oddly enough, it doesn't work and the two are attacked by the Facility's defenses. Ratchet digs in and decides to hold them off till Fizzwidget arrives

Mission 1: Meet Fizzwidget at Deep Space Disposal Facility

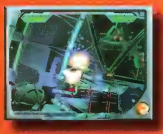
Challenge 1: Disable Disposal Facility's Defenses

1st Reward: Coordinates for Planet Tadano

2nd Reward: 2,900 Bolts

3rd Reward: 900 Bolts

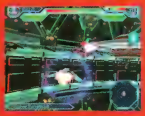
There are a total of six Turrets orbiting around the large sphere in the middle of the Facility. Each one will take multiple Missile hits and a constant barrage of machine gun fire to destroy. Even when they are destroyed, a Repair Bot will be deployed, and you will have approximately 30 seconds to destroy the others before it comes back online [2].



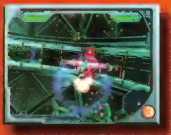
For some strange reason, the password Fizzwidget gave Ratchet & Clank isn't working, and now the Disposal Facility's defenses are attacking them! You are going to need to take them out, before they can do the same to you [1].

TIP

You can also shoot down the Repair Bots that come out to fix the Turrets, which will help slow down the process and give you more time to take out the rest.

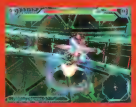


Start with the first one you come to and start shooting will firing your Ship's Missiles. If it isn't destroyed by the time you reach it, circle around and make another run. As soon as it explodes, aim for the next, not wasting any time [3].



TIP

If you don't have upgraded lasers, make a full pass around shooting the Turrets but not destroying them. This way, they will be easy prey on the second pass, and there is less of a chance you will accidentally give the Repair Bots time to get the Turrets back online.



Stick with it, flying around the Facility in a counter-clockwise direction while taking out each Turret, and all six will go down fairly quickly [4].

Once the action is over, Ratchet & Clank contact Fizzwidget and accuse him of giving them the wrong password. The bumbling CEO can't remember if he gave them Tuesday or Wednesday's password and, before they can say anything more, he tells them he's late because he's been busy filing a commercial for his Weapons Facility. After a brief viewing of the rough cut, he signs out. Frustrated, the two decide they should head to the Weapons Facility in case he is still there.

At this point, you can choose to exit Hrugis Cloud and choose a new destination or stay and play for Bolts [5].

Mission 2: Disable the Disposal Facility's Defenses

Challenge 2: Take Out the Saboteurs

1st Reward: 9,000 Bolts

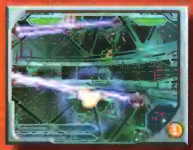
2nd Reward: 3,000 Bolts

3rd Reward: 1,000 Bolts

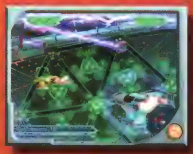
TIP

The Disposal Facility is a great place to collect Raritanium. In addition to collecting it from downed enemies, you can also find some by shooting the space garbage floating around the Facility's perimeter.

Saboteurs have attacked the Disposal Facility, and are destroying its Power Receptors. Stop them before they take them all out. In this Challenge, Ratchet is going to have to seek and destroy a total of 20 Saboteurs while protecting the 16 Power Receptors (which are rotating around the sphere in the middle of the Facility) [1].



Don't worry about trying to save all 16 Receptors, as the Saboteurs will destroy a few, but if you concentrate on taking out the fighters one-by-one, they will go down before all Receptors have been destroyed [2].



If you purchased any of the Ship upgrades from Slim Cognito's earlier, make sure you make use of them. The Mines work especially well here, as firing a few Mines toward a large concentration of Saboteurs will wipe out at least ten at once [3].

Challenge 3: Destroy the Berserk Repair Drones

1st Reward: 10,000 Bolts

2nd Reward: 3,250 Bolts

3rd Reward: 1,100 Bolts

In this Challenge, Ratchet needs to take out 30 Berserk Repair Drones that will constantly be targeting and attacking his Ship. This Challenge is all about survival, but it's fairly easy if you concentrate on taking them out one at a time [1].

The best way to get rid of the Repair Drones quickly is to make liberal use of the Ship's Missiles and any of the extra weapons you might have purchased. The Mines work well; you can shoot one and then fly into it, luring the Repair Drones in behind you [2].

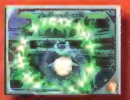
Challenge 4: Race Through the Disposal Facility

1st Reward: 11,000 Bolts

2nd Reward: 3,650 Bolts

3rd Reward: 1,200 Bolts

Ace Bunyon, one of the galaxy's premiere space racers, has challenged you to a race through the Disposal Facility. Like the race in the Feltzin System, Ratchet is once again going up against Ace Bunyon is a race through a series of rings. This time, you are going to have to navigate around and through the Disposal Facility, avoiding its walls while attempting to stay on "track" and not miss the rings. As before, you can miss a total of 11 out of the 65 rings before the race is forfeited.



Start the Challenge by activating the Ship's Boosts, keeping them going until you pass Bunyon. You can pretty much safely use the Boost until you run out, as the rings lead out to the Facility's outer perimeter where they run in a fairly straight line [1].

Once you have a good lead on Bunyon, you can use short bursts of Boost to keep ahead, only using extended periods when the rings run in straight lines. Keep a look out for the each consecutive ring as you go, so you will have a general idea of which way to turn and how fast you can be traveling [2]. Be extra careful at the end, as the rings lead directly into the sphere in the middle and, between the flashing strobe lights and the cramped interior it's easy to miss a ring or run into its sides. When you pass through the 65th ring, the race will be won [3].

PLATINUM BOLT

As with the first race against Ace Bunyon, if you can manage to fly through all 65 rings without missing a single one, a Platinum Bolt will be waiting for you at the finish line.

Planet Joba

Megacorp Games

Having won the preliminary match against the Thug Leader on the moon over Bogoo, Ratchet & Clank qualified themselves for entrance into the Megacorp Games on planet Joba. Since the Megacorp Games offer Bolts and prizes, it's more than worth their while to stop off and participate.

Level Data

Missions:

1: Enter the Megacorp Games
2: Purchase the Levitator
3: Win the infiltrator
4: Win the Megacorp Hoverbike Race

Weapons:

1: Plasma Coil: Cost: 150,000 Bolts — Max Ammo: 15 Blasts — Cost Per Blast: 50 Bolts

2: Spiderbot Glove: Cost: 15,000 Bolts — Max Ammo: 8 Spiderbots — Cost Per Spiderbot: 50 Bolts

Items:

1: Levitator: Purchase from the shady salesman for 20,000 Bolts

Gadgets:

1: Gravity Boots: Win at the Arena Battle
2: Infiltrator: Win at the Arena Battle
2. Charge Boots: Win at Win at the Hoverbike Races

Platinum Bolts: 2

1: Found on hidden platform using Swing shot.

2: Use Levitator to fly up to pillar.

Nanotech Boost: 2

1: On other side of large pit — use Dyanamo to open door.

2: Hidden along short-cut in third, fourth or fifth Hoverbike Race

New Enemies:

1: Joba Tribesmen
2: Jobian Saur-Beast
3: Elite Megacorp Gladiator
4: MSR I — Chainsaw v3.0
5: MSR II — Flamethrower v3.0
6: Nidbot
7: Arachnoid
8: Megapede

Mission 1: Enter the Megacorp Games

Before exploring the immediate surroundings, make a quick pit stop at the Megacorp Vendor to see what new weapons are being offered. In addition to the Minirocket Tube that came available on Dobbo, there are also two others—the Plasma Coil and the Spiderbot Glove. The first two are way too expensive to afford at the moment but, if you competed in all the Challenges in Hrugis Cloud, you should have just enough Bolts to purchase the Minirocket Tube and the Spiderbot Glove [1].

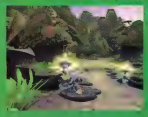
HELP DESK: WEAPONS

SPIDERBOT GLOVE

This Glove launches a small, camera-equipped, remote-controlled robot that can crawl right up to a target and blow it up, real good. Great for getting into tiny spaces, taking out enemies around corners, picking up spare Bolts, and even activating floor switches, the Spiderbot can be controlled for 30 seconds before it detonates. With repeated use, these mechanical arachnids [illegible] and, with any added firepower, they'll [illegible]

TIP

Time to smash and grab! The small light posts along the path can be broken to bits for Bolts. Make sure to clear the entire area around the landing pad for a bit of cash money.

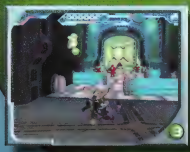


Before heading down the path, why not give your new Spiderbot Glove a try? Toss one of these little bad boys out and then use the left analog stick to steer it over to the group of Joba Tribesmen. Position it right in between them and then press the ○ button to detonate the sucker, blowing the Tribesmen to kingdom come [2].

HELP DESK: MONSTERPEDIA

JOBA TRIBESMEN

These Tribesmen are distant cousins to the ones found in Vukovar Canyon. Consequently, aside from some more advanced firepower (deadly plasma rifles) and armor, these creatures behave much the same as the ones on Barlow.



Once you've picked the area clean of Bolts, head into the large tunnel at the end of the path. Inside is a huge gaping pit and, from the looks of it, a pack of enemies behind a glass barrier on the other side. There is also a Dynamo Activator here. Here's the deal: using the Dynamo on the Activator will temporarily create a walkway across the pit with moving barriers extending and retracting over its length. It will also release the Tribesmen behind the glass barriers, one of which is riding a Jobian Saur-Beast and shooting a lethal plasma rifle. The best way to deal with this situation is to use the Dynamo on the Activator, then equip the Minirocket Tube or Bouncer, hold down the strafe and/or Lock On buttons (if you purchased the Mod from the Vendor) and start firing while jumping to avoid the Tribesman's fire. You might have to repeat this more than once, as the Activator will shut off, sealing the enemy back behind the glass [3].

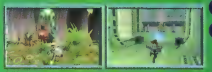
HELP DESK: WEAPONS

JOBIAN SAUR-BEAST

After discovering the beasts on Barlow, a batch was immediately sent to Joba for breeding. Because of the harsh Jobian climate, these beasts have evolved a tougher outer shell, which can withstand more damage. They also have developed stronger teeth for catching prey. You're going to need to use strong, upgraded and Moded weapons to take out these beasts.

NANOTECH BOOST

As soon as the final Tribesman is felled, exit the tunnel and locate the Dynamo activator outside, on the mountain wall to the right of the entrance. Quickly switch it on, then head back into the tunnel and use the Dynamo to cross the pit. If you get there fast enough, just on the other side is an open alcove along the right wall. Inside this alcove are a couple Megacorp Weapon Crates and a Nanotech Boost.



As long as you're here, hop up the ladder and equip the Bouncer. In the outside area above, there is another pack of savage Tribesmen. In addition to their plasma rifles, there is a gun turret up there they can jump into and use to mow Ratchet down. Stay down and use the protection of the ledge for cover while firing a few Bomblets from the first-person mode [4]. When all of the Tribesmen have been eliminated, hop up and jump in the turret – the large door on the left side can be blasted open. As soon as you are in the turret, the view will change to a first-person perspective. Aim the turret at the door and press the O button to fire. Don't hop out once it's destroyed, as a few Tribesmen and a Saur-Beast will come out of the doorway. Try to target them before they realize what's going on and retreat [5].

Head through the doorway and up the ladder to the next area. Up here, you'll find an open pathway, with a drop-off on one side and a building wall on the other. At the end of the pathway is a pack of Tribesmen and another turret. Equip a set of Synthenoids for backup, then strafe and use the Minirocket Tube and/or Bouncer to take out the enemies. Make sure to use the left wall for cover from their fire [6].

PLATINUM BOLT

Before heading down the path, turn to the right and locate the Versa-Target hovering in the air. (You will have to tilt the camera upwards to see it) With the Swing shot equipped, Double Jump toward it to get high enough to lock-on to it and grapple across to the ledge on the other side. There are more than a few Tribesmen and Saur-Beasts here, so have some Synthenoids equipped, as well as a strong weapon ready. Around the corner, you'll find a floor switch. Walk on it to open the doorway, which reveals a charging Saur-Beast and a Platinum Bolt.

Return back to the main path, then use the turret at its end to blast through the two doors here. Do your best to target the Tribesmen and Saur-Beast on the other side of them, as they will quickly duck and take cover. The doorway to the left leads to a small room that has some Ammo and Nanotech, and the one on the right opens up to a new area [7].

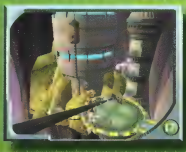
Out here, there is a huge mast with a Dynamo Activator attached to it. Using the Dynamo activates a platform that Ratchet must ride along the wall to get up to the top. Of course, riding it is no piece of cake, as there are a series of stationary and extending and retracting ledges that you must deal with along the way. Hop on the platform and Double Jump onto the first extending ledge, then back down onto the platform when it passes under it [8]. Duck (press and hold the R1 button) under the next, then move Ratchet all the way to the left edge of the platform as soon as he passes under it. This way he will avoid pole that extends from the wall on his right [9]. Moving on, Double Jump onto the next two extending ledges, then move all the way to the right edge of the platform to avoid the poles to the left [10]. Execute a Boost Jump over the next pole and duck under the one after it [11]. Next, Double Jump up to the thin ledge and back on to the platform as it moves upward. Here's a tricky part. Jump over to the extended ledge on the right and wait for the set of poles with the ledge underneath them to retract, leaving the ledge open for a brief moment [12]. Quickly Double Jump over to it, then Double Jump again to the next set of ledges that are just extending [13]. Finally, drop back down to the platform, which should be just starting to ascend once again. Ride it up to the top and hop off.

In the large room beyond, there are more Tribesmen and a Saur-Beast, as well as two manned turrets on the platform above. Take cover from either side of the doorway and toss a few Bomblets into the room to take care of the first batch. Next, use the Vaporizer to snipe the two Tribesmen manning the turrets [14].

When you head inside the room, be ready for a surprise attack from a few more Tribesmen hiding in the alcoves on the left and right sides. There are also two more Saur-Beasts hiding behind the two doorways on either side of the room. Toss three of four Miniturrets in front of each one, then step on the switch and run! [15] Finally, be prepared for a surviving Tribesman up top, as he will make a beeline for the floor switch up here opening the doorway and alerting his buddies if you don't get to him fast enough [16].

TIP

Hop into one of the turrets if the Tribesman has called for help, then mow them all down.



Outside, Ratchet will come across a Zipline. This suspended cable will allow him to use his Wrench to grind down to the platform below. To use it, stand underneath it and jump [17].

When the two touch down on the platform, the see a familiar face. This shifty character was last seen in Blackwater City, where he was selling the RYNO for 150,000 Bolts. This time around, he is offering a Levitator, which will help get Ratchet & Clank into the sold out Megacorp Battle Arena.

Mission 2: Purchase the Levitator

You should have more than enough Bolts to be able to buy the Levitator. To do so, just approach the shady salesman and press the △ button [1].

Ratchet exchanges the Bolts for the Levitator, then does his best to read the instructions, which are in Blargian. Since the Levitator is an upgrade for Clank, the little guy tries to leave before Ratchet can put it on him. But, with a display of his skills, the fuzzy Lombax is able to assemble the item in no time flat.

HELPDESK: ITEM

LEVITATOR

Not to be confused with the *Thruster-Pack*, *Megacorp's* Levitator allows Clank to syphon fuel from specially marked Levitator pads. When standing on a pad, the Levitator can launch the two in the air and allow them to fly to their next destination. With this item, they will be able to fly just about anywhere — that is, until their fuel runs out... To use the Levitator, stand on the Levitator pad and press the ✕ button to fly. Hold down the ✕ button to gain altitude. The Levitator will stop functioning when the fuel meter is empty, so find somewhere to land quick!

PLATINUM BOLT

It's time to try out the Levitator, as there is a Levitator Pad on this platform. Before flying over to the Arena, which is straight ahead and to the left, there is a Platinum Bolt on top of the tall tower to the left. Use the Levitator to fly straight up to it and grab it, then jump off of the tower and Glide back down to the platform.

To get to the Arena, jump off the Levitator Pad and immediately start flying forward toward it. Keep moving forward as Ratchet flies upward and he will have just enough fuel to land on the platform in front of the Arena. Move inside and press the △ button to enter the Arena [2].

Battle Arena

Megacorp Games

Similar to the Gladiator Games on Maktar Resort, the Megacorp Games are a series of Battles that vary in rounds and objectives. While Ratchet will be initially playing for an item – the Gravity Boots – he can continually enter the Games to earn more Bolts. As before, these Games are a great place to work on upgrading Ratchet's weapons and Nanotech, and rack up some serious cash. Even if you choose to leave the Games at any time, you can always return to compete in more battles.

TIP

Don't forget that Ratchet can access the Vendor between each Challenge. Just press the □ button to bring it up before heading into battle.

Battle #1: Battle for Gravity Boots

1st Prize: Gravity Boots
2nd Prize: 1,800 Bolts
3rd Prize: 540 Bolts
4th Prize: 500 Bolts

As soon as the two enter the Battle Arena, they are thrust into their first Battle Challenge. Since there was no Megacorp Vendor nearby to stock up on Ammo, you will have to make do with what you have left. This Challenge will last eight rounds, and you will have to deal with Jobian Saur-Beasts, Nidbots, Elite Megacorp Gladiators, MSRs v3.0 (I and II), Blade Balls v2.0 and the Arena's hazards. Stay on the lookout for Ammo Crates that pop up between rounds and use a combination of the Lava Gun on the smaller enemies (Nidbots, Blade Balls), and a medium to long-range weapon on the larger ones – the Minirocket Tube is especially effective.

Continued...

HELP DESK MONSTERPEDIA

MSR I — CHAINSAW v3.0

This is a modified version of the MSR I. Retooled and reprogrammed, this killing machine is even more resistant to weapon fire. Its duraplated sharpened chainsaw is now more efficient at slicing fruits, vegetables, and gun-wielding Lombaxes.

HELP DESK MONSTERPEDIA

MSR II — FLAMETHROWER v3.0

Flamethrower v3.0: A modified version of the MSR II, these security bots have reinforced armor and are fitted with an upgraded dual purpose flame thrower — they shoot both a stream of fire and fire bursts that melt intruders like... a milk shake on the surface of the sun. Watch out for their balls of flaming death, and use a long-range weapon to take them out.

HELP DESK MONSTERPEDIA

NIDBOT

The Nidbot is a dangerous meshing of arachnid and machine. This mechanical terror surprises its prey with a devastating leap attack which leaves even the most hardened of Gladiators quaking in their boots. No self-respecting Gladiator Arena should be without them. Small and agile, the best way to wipe these critters out is with a medium-to-short range weapon that has a large blast/attack radius, such as the Blitz Cannon and Lava Gun.

HELP DESK MONSTERPEDIA

ELITE MEGACORP GLADIATOR

The Megacorp Elite Gladiator Association (MEGA) represents only the best of the best, and these Gladiators have been card-carrying members for the past three decades. With their improved armor and tetrafiber enhanced blades, these MEGA Weapons pack a mega-sized punch. Give 'em hell with a few well-aimed Rockets from your Minirocket Tube to show them you mean business.

When the first Challenge is over, Ratchet & Clank are rewarded with their prize — the Gravity Boots! At this point, you can choose to leave or continue participating in the Battles. Get back in there!

HELP DESK GADGET

GRAVITY BOOTS

Gravity Boots are the second generation of the magnetic technology found in Gadgetron's Magneboots. When wearing them, Ratchet will be able to walk straight up certain walls and even upside down. While the prototype Magneboots only kept their wearer grounded, the Gravity Boots allow him to jump, allowing for more freedom and maneuverability.

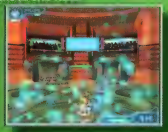
Mission 3: Win the Infiltrator

Battle #2: Cage Match for the Infiltrator

1st Prize: Infiltrator
2nd Prize: 1,800 Bolts
3rd Prize: 540 Bolts
4th Prize: 500 Bolts

This next Battle presents a unique challenge. Now that Ratchet has the Gravity Boots, he will be able to participate in Cage Matches. These Battles take place both on ground and along the high walls of the Battle Arena. When the announcer yells out "Cage

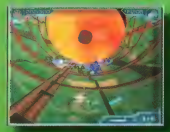
Match" and/or the center of the Arena starts to glow, you will have seconds to get to it and jump, propelling Ratchet high into the air and onto the walls, before bubbling hot lava floods the Arena floor.



TIP

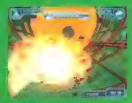
As soon as you hear the announcer yell out "Cage Match," or see the center of the Arena glowing, quickly head for the it and jump up to the wall — even if you are fighting against enemies. The lava will rush in and take them out for you!

Up here, wave after wave of challengers will warp in, attacking Ratchet with all their might. Keep the strafe button held down and use the appropriate weapons on the appropriate monsters. Also work on upgrading the weapons that are close to leveling up. The Seeker and Bouncer work well against the larger enemies, while the Lava Gun and Mini/Mega Turrets (with Shock Mods) are perfect for the Nidobts and Blade Balls. Don't forget to continually add a set of Synthenoids for backup, as they can really help even the playing field. This Challenge will last six rounds and, just to make things interesting, around round four meteorites will be propelled at Ratchet from the lava below.



TIP

Use the oncoming meteorites to your advantage. By strafing Ratchet to the left or right, you can rotate the wall so that a meteorite collides with the enemy, taking them out and saving you some Ammo.



When the Challenge has been won, Ratchet receives his second prize — the Infiltrator. This handy tool will get him in places that he couldn't access before.

HELP DESK : ITEM

INFILTRATOR

This item will open doors for Ratchet & Clank — literally! Similar to Gadgetron's old Trespasser technology, but shiers... er... improved by Megacorp, the Infiltrator uses a new unlocking mechanism to open locked doors like no other item in the galaxy. When using this handy tool, you have a limited amount of time to route an energy stream and complete a circuit, thus triggering the lock and letting the two through.

Battle #3: Arachnoid Battle

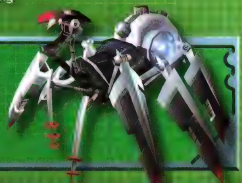
1st Prize: 7,500 Bolts
2nd Prize: 1,800 Bolts
3rd Prize: 540 Bolts
4th Prize: 500 Bolts

This one round Battle is against the Terror of Tarantia — Arachnoid! Pitting Ratchet & Clank against this metallic monster along the walls of the Battle Arena, you are going to need to use long-range weapons to bring this beast down.

HELP DESK : MONSTERPEDIA

ARACHNOID

The eight-legged wonder of the world, this super-fast and agile Mecha-Spider can fire off electricity shots while producing a wave of Nidbots from its mechanical bowels. Since getting close to it is not an option (it will leap to the opposite side of the wall), target it with long-range weapons, such as the Minirocket Tube and Seeker/RX22.



For such a menacing beast, Arachnoid is fairly easy to bring down. Keep the strafe/Lock On buttons held down and fire the Minirocket Tube or Seeker to constantly bombard the creature with Rockets and Bombs. Make sure to be ready to jump and take evasive action when it shoots its splitting electricity shots. While you keep on firing and it will be destroyed in no time flat.

Battle #4: Damage Avoidance Challenge — Don't Take a Hit

1st Prize: 5,000 Bolts
2nd Prize: 1,500 Bolts
3rd Prize: 500 Bolts

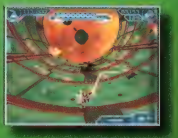
This Challenge can be tough, as Ratchet can not take a single hit or it will be over. In addition to five rounds of enemies, the Arena's hazards will be going full force. The best strategy is to stay in the safe, hazard-free center area and let the enemies during the first four rounds come to Ratchet. Throw down some Turrets for extra protection and use the Lava Gun to keep them at bay—none of them will get close enough to even attempt to attack.

In the fourth round, however, a pack of MSR II's come out, firing flaming projectiles. When this happens, switch to the Minirocket Tube or Seeker/HK22 and take them out while avoiding their shots. Finally, keep the Tube or Seeker equipped and eliminate the wave of Sacr Beasts.

Battle #5: Hazard Cage Match — Look Out Below

1st Prize: 5,000 Bolts
2nd Prize: 1,500 Bolts
3rd Prize: 500 Bolts

This Battle is actually pretty manageable. Ratchet is going to have to fight his way through nine rounds of Cage Match action along the walls of the Arena. As with the action on the ground, stick with the Lava Gun for the Blade Balls and Nidbots, then switch to the Minirocket Tube, Seeker, HK22 or Bouncer to take out the rest.



Battle #6: Time Challenge — Kill 90 Enemies in 90 Seconds

1st Prize: 5,000 Bolts
2nd Prize: 1,500 Bolts
3rd Prize: 500 Bolts

In this Battle, Ratchet is challenged with eliminating 90 enemies within 90 seconds. Since time is of the essence, you will need to unleash everything you can at the multiple waves of enemies, eliminating them as quickly as possible. Make sure to consistently have a set of Synthenoids/Kilonoids equipped and use weapons that will find their targets quickly, such as the Seeker/HK22 and the Minirocket Tube. If you run out of Ammo for these, switch to the Heavy Lancer, Multi-Star or Bouncer to finish the job.

TIP **In addition to the Synthenoids/Kilonoids, you can throw down multiple Mini/Megaturrets to help clear the Arena.**

Battle #7: Megapede Battle

1st Prize: 12,500 Bolts
2nd Prize: 3,750 Bolts
3rd Prize: 1,125 Bolts
4th Prize: 500 Bolts

HELP DESK MONSTERPEDIA

MEGAPEDE

From the deepest depths of the Torbian Canyon Veknar III comes Megapede. This insect packs a mean punch — he likes to blast Gladiators (and Lombaxes) with his devastating bomb attacks.

Like the Arachnoid, Megapede is one of the Megacorp Games' most revered contestants. This multi-jointed monstrosity will fly around the Arena's perimeter, launching batches of floating bombs that will detonate once they find their target. The key to avoiding their blasts is to keep moving, as they will blink for a second before exploding.

The best weapons to use against Megapede are the Minirocket Tube, Seeker/HK22 and Plasma Coil, as they will all home-in on their target. Make sure you keep the strafe button held down and are facing the flying freak, then get off a few shots. When one connects, a section of Megapede will break off and land in the Arena, where it will proceed to shoot at Ratchet with a stream of fire. When this happens, make sure to turn your concentration onto the little bugger until he explodes, then focus back on Megapede. As with all of these Challenges, keep a set of Synthenoids/Nanonoids by Ratchet's side.

Battle #8: Limited Weapon Challenge — Use Only the Wrench

1st Prize: 5,000 Bolts
2nd Prize:1,500 Bolts
3rd Prize: 500 Bolts

During the entire course of this six round Battle, Ratchet will only be allowed to attack the enemies with his Omni-wrench. It's actually easier than it sounds, as the new Omni-wrench 10000 is a pretty strong weapon (you may even want to return with a stronger wrench later...). The fastest and easiest way to eliminate the larger enemies is to quickly execute the Comet-Strike, throwing the Wrench at the enemies to soften them up, then combo with a Hyper-Strike when Ratchet catches it. Make sure to lure the smaller enemies, such as the Blade Balls and Nidbots, away from the bigger ones, then swipe at them. You should also make use of the Arena's hazards, which will help whittle down some of the stronger enemies' armor (especially the Saur-Beasts in the last round), as well as get them to attack each other.

Battle #9: Time Limited Weapon Challenge — Lancer All Enemies in 60 Seconds

1st Prize: 10,000 Bolts
2nd Prize: 3,000 Bolts
3rd Prize: 900 Bolts
4th Prize: 500 Bolts

To beat this Battle, you have to defeat 29 enemies in 60 seconds, using only the Heavy Lancer. If you purchased the Shock Mod from the Black Market Vendor, this Challenge will be a piece of cake, as the Mod's shocking electricity will arc between monsters, rendering incremental damage. The toughest part about this Challenge will be making sure you have enough Ammo to last the whole Battle. Be conservative, making sure you are loosely locked-on to an enemy before shooting off a stream of fire. Also, try and shoot at enemies that are close together, as they will keep harming each other with the lingering Shock effect. If you don't have the Shock Mod, this Battle is not impossible, but it is tough. We recommend that you return to Tabora and purchase it from the Vendor and return.

TIP

Don't waste Bolts on restocking your Heavy Lancer Ammo if you attempt this Challenge multiple times. You will get an automatic refill every time you enter.

Battle #10: Time Challenge — Kill Megapede in 3 Minutes

1st Prize: 10,000 Bolts
2nd Prize: 3,000 Bolts
3rd Prize: 900 Bolts
4th Prize: 500 Bolts

This Challenge might seem hard but, if you follow these simple steps, you can have Megapede beaten in around a minute. Start by equipping a set of Synthenolds/Kitonolds, then equip the Minirocket Tube and hold down the strafe button to get a bead on Megapede. One well-aimed Minirocket will knock off one section of Megapede, which then takes two Minirockets to destroy. Repeat this over and over, constantly moving to avoid the bombs while whittling away at the mechanical monster, until it is destroyed. When you run out of Minirocket Ammo, switch to the Seeker/HK22 and resume firing. Done and done.

Battle #11: The Impossible Challenge

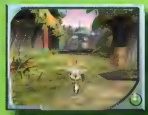
1st Prize: 200,000 Bolts
2nd Prize: 60,000 Bolts
3rd Prize: 18,000 Bolts
4th Prize: 5,400 Bolts
5th Prize: 1,620 Bolts
6th Prize: 500 Bolts

Here's the deal — the Impossible Challenge really is just about impossible — at least with Ratchet's current set of weapons and Nanotech slots. Unless you're feeling brave and incredibly lucky, we strongly recommend you come back and tackle this Challenge later in the game. Wait until most of Ratchet's weapons have upgraded, he has the next set of armor, and his Nanotech health is up to 50 slots before even thinking about taking on this nightmare. If you do choose to try it now, you'll have to endure 60 rounds of pain and suffering. Conserve Ammo, take all of the strategies you've learned from the other ten Challenges, and pray.

INFILTRATOR PUZZLE

You might remember seeing one of these strange locks on Endako. The only way to access one is by using Ratchet's newest toy — the Infiltrator. Walk up to the lock and press the △ button to use the Infiltrator. Basically, you need to use the left analog stick to route a path for the green circuit. If you can manage to connect the circuit back to the start, the lock will open. These Infiltrator Puzzles are time-based, meaning you will have to figure them out before the timer on the left side of the screen runs out. Think of the paths as different times on the clock. Straight up is 12:00, to the right is 3:00, straight down is 6:00, etc. If you follow our directions, you will be able to crack the code in no time flat. Here is the right combination to open the Lock: 1: 9:00 2: 5:00 3: 6:00 4: 2:00 5: 3:00 6: 2:00.

Hop on the waiting taxi outside the doorway to get back to the landing pad and the Ship.



Mission 4: Win the Megacorp Hoverbike Race

Back at the landing pad, head down the main path once again, and take a right at the tunnel entrance. At the edge of the cliff, there are a series of Versa-Targets hovering in the air [1]. Equip the Swingshot and grapple across to the next platform, then use it once again to pull down a series of drawbridges to continue across the ledges and down the path [2].

At the end of the path is a biker standing next to his Hoverbike. Admiring Clank's chrome alloy finish, he tells Ratchet that as long as he has the Biker Helmet (which he won on Barlow), he is as good as entered in the Races. And, according to the biker, the prize are a new pair of boots. Hmm...

Hoverbike Races

Challenge #1: Amateur Circuit

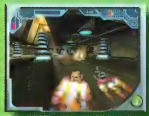
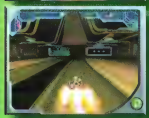
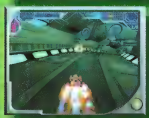
Main Course Open
Weapons & Turbos Available
Single Turret Active

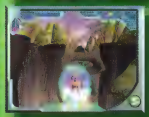
1st Prize: Charge Boots
2nd Prize: 250 Bolts

These Hoverbike Races have the same general rules as the ones on Barlow. Spend some time memorizing the track and locations of Turbo and Weapons pick-ups, and make sure to utilize your Turbo Boost so your Hoverbike is always speeding down the track at its fastest possible rate. Also, make sure to find and hit every shortcut possible, as you will need to shave off seconds in order to stay ahead of the pack. The following is the best line for getting though the race:

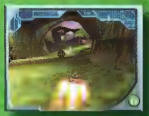
The Best Line:

At the start, make sure to avoid the pillars littered around the track and pick up the Turbo Boost on the right side (ignore the left one for the moment) [1]. Ahead, there are two large doorways that will slowly open and close. When one opens, the other closes. Try and look ahead and see which one is doing what, so you will know which to take when you arrive [2]. If you take the left one, make sure to grab the Turbo Boost along the left side of the tunnel. If you take the right one, make sure to grab the Turbo Boost in the middle of the track, just as you exit the tunnel [3]. When you get out into the muddy clearing, try not to oversteer while aiming for the Turbo Pad in the middle. If you do, your Hoverbike will lose traction and end up running into an obstruction [4]. If you hit the Turbo Pad, you will fly over the gap and into the shortcut tunnel in the side of the mountain. If not, you will enter at the bottom and have to take the long way [5]. Either way, when you drop down onto the next portion of track and pass across the Turbo Pad, try and hug the right wall as close as possible, as there is a hovering Bomb Turret that will drop a bomb on the track. If you are close enough to the wall, you will miss the Bomb every time [6]. Grab the next Boost to the left beyond the Turret.



then head into the tunnel marked by the red lit arrows [7]. Inside, grab the Turbo Boost in the middle of the track, but DON'T use it. Instead, quickly steer to the right of the track and use the ledge to jump over to the left ledge, of where another Turbo and Weapon pick-up sit [8]. Now, use them both, and head out the tunnel, grabbing the next Turbo Boost as you exit. Head across a final Turbo Pad, and you have just completed a lap [9]. Make sure to grab the last Turbo Boost along the left side here as you start the next lap. Repeat this same line over the next two laps and you will be a winner! [10]



HELPDESK GADGET

CHARGE BOOTS

Strap yourself into these bad boys and get ready to quickly blast across terra firma in short, controlled bursts. Megacorp's Charge Boots use reverse magnetic fields to propel their wearer across great distances in no time flat. While not necessarily a downside, there's no stopping in mid-flight, so watch out for drop-offs and ledges. Don't say we didn't warn you. To use the Charge Boots, just double tap and hold the R1 button.

Challenge #2: Intermediate Circuit

Main Course Open
Weapons &
Turbos Available

All Turrets Active

1st Prize: 4,000 Bolts
2nd Prize: 1,200 Bolts
3rd Prize: 400 Bolts

The main difference between this Challenge and the one before it is that there are three sets of Bomb Turrets, one after the other, along the same section of track. As before, hug the right wall to avoid all three sets, but DON'T go for the Turbo Boost along the left side of the track – most often, a Bomb will be dropped right in front of it just as you approach – you don't need it that bad [11].

Challenge #3: Joba Circuit

All Routes Open
Weapons &
Turbos Available

All Turrets Active

1st Prize:5,000 Bolts
2nd Prize: 1,750 Bolts
3rd Prize: 600 Bolts

This next Challenge opens up a few new short-cuts that can really cut down your lap time and insure first place every race. Start off just as you would a typical race. When you get to the muddy clearing, steer to the right and locate the short cut entrance along the right side of the track (hold off on executing a Turbo Boost until you have entered it, as you don't want to overshoot it or run into an obstruction) [12]. This route almost cuts the track in half. Grab the two Turbo Boosts along its length (make sure to avoid the rocks in front of the second one by steering to the left after you grab it), then drop back down onto the main portion of the track, just past the three Bomb Turrets [13]. The next short-cut starts right here. Instead of entering the tunnel with the red arrows, steer to the right and jump the gap to the next portion of track [14]. Grab the Turbo Boost along the right hand side, then jump the next gap which leads to another Turbo Boost, a Turbo Pad, and the lap marker. Follow this route two more times and you will lap the competition [15].

Challenge #4: Assault Circuit

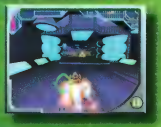
All Routes Open
Weapons &
Turbos Available

All Turrets Active

Racers Attack Rachet

1st Prize: 6,000 Bolts
2nd Prize: 2,000 Bolts
3rd Prize: 750 Bolts

The only difference between the Joba and Assault Circuits is that now the competitors can fire homing missiles at Ratchet. As on Barlow, you will know you are being targeted when a green cross-hair appears over his Hoverbike. If it turns red, it means that it has locked-on, and you are about to receive an unpleasant surprise from behind. You can shake off a cross-hair by quickly moving the left analog stick from left to right. Just be careful not to do it too rapidly or risk the of running into the side of a wall or obstruction [16].



Challenge #5: Expert Circuit

All Routes Open
Weapons &
Turbos Available

All Turrets Active

Racers Attack Rachet

1st Prize: 8,000 Bolts
2nd Prize: 2,750 Bolts
3rd Prize: 900 Bolts

This race is run exactly the same as the Assault Circuit. The only difference between the two is the ferocity of the competitors, who will shoot missiles more often and drive much more aggressively. If you can manage an early lead, hit the two short-cuts outlined in the Joba and Assault races, and grab most of the Turbo Boosts, it will still be a piece of cake [17].

NANOTECH BOOST

Before leaving the Hoverbike Races, there is a Nanotech Boost that can be found along one of the short-cuts. This particular Boost can only be retrieved during one of the last three Circuits — Joba, Assault and Expert — as it is in the first short-cut section. As soon as you make the first left curve in this short-cut, you will find it resting against the left hand wall. If you didn't grab it earlier, get it now, then just exit out of the Challenge.

Now that all of the Missions have been completed, head back to the Ship. Since Ratchet & Clank have a few new weapons, items and gadgets that can be used on earlier planets, it's time to do a quick bit of backtracking. First stop: planet Oozla.

Turn to Planet Oozla, Megacorp Outlet, page 20 to continue

Planet Todano

Megacorp Armory

From his last transmission, Ratchet & Clank know that Fizzwidget's latest stop was at the Megacorp Armory, where he filmed his commercial. Since they really need to talk to him about the dangers of his Experiment, Todano is their best bet. As long as the two are at the Weapons Facility, perhaps they can track down some heavy-duty firepower to add to their arsenal.

Level Data

MISSIONS:

1: Explore the Weapons Facility

2: Search the Rocket Silo

3: Investigate the Facility Interior

4: Bring Qwark Collectible to Armory Employee

WEAPONS:

1: Sheepinator: Cost: Free — Max Ammo: None

2: Hoverbomb Gun: Cost: 120,000 Bolts — Max Ammo: 10 Hoverbombs — Cost Per Bomb: 50 Bolts

ITEMS:

1: Armor Magnetizer: Trade for Qwark Collectible

GADGETS:

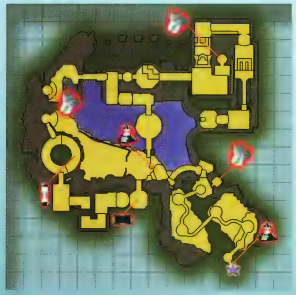
None

PLATINUM BOLTS: 3

1: Inside small building accessed by using Tractor Beam inside Facility.

2: Use Spiderbot in air vent from conveyor belt to unlock door.

3: Found inside small locked room accessed by following tour guide inside.



NANOTECH BOOST:

1: Accessed by cracking Infiltrator lock in silo.

NEW ENEMIES

1: Mutant Test-Squirrel

2: Megacorp Robot Guard

Mission 1: Explore the Weapons Facility

It looks like Ratchet & Clank have arrived just in time for the tour. At the bottom of the landing pad, a group of tourist bots has just been dropped off, and is getting ready to follow a mechanical Fizzwidget around the Weapons Facility for a guided tour. Before falling in line with the rest of them, make a quick stop at the Megacorp Vendor to see if any new weapons are being offered. The Hoverbomb Gun and the Plasma Coil are up for grabs. If you competed in all the Megacorp Games and Races on Joba, you should have more than enough bolts to purchase one or the other. We suggest starting with the Hoverbomb Gun [1].

HELP DESK: WEAPONS

HOVERBOMB GUN

The Hoverbomb Gun sends out a small, remote-controlled hovering projectile that can be detonated at will. A great long-range weapon, the Hoverbomb can be sent across great distances, allowing you to clear the way free of enemy riff raff from a position of safety. Upgraded, the Hoverbomb transforms into the Tetrabomb, which delivers multiple payloads to your unsuspecting enemies. To operate a remote Hoverbomb, press the ○ button to launch the Bomb, then press ○ again to detonate it. You can control the Hoverbomb by holding down the ○ button and steering it with the left analog stick.

Head down the pathway and join the tour in progress. If you move out just a little ahead of the tour at their first stop, Ratchet & Clank will clash with the local wildlife. These mutated, rabid rodents will gnash at the two with their sharp fangs if they can get close enough. Don't give them the chance—break out the Lava Gun and toast 'em! [2]

TIP

Try and stay ahead of the tour while roasting the Squirrels, as the poor tourist bots are susceptible to Ratchet's friendly fire.

HELP DESK: MONSTERPEDIA

MUTANT TEST-SQUIRREL

Due to protests from several Squirrel Rights Groups, Megacorp was forced to abandon using squirrels for their weapon test programs. Megacorp released the squirrels back into the wild, where they now happily feed on small wild animals and tourists. One of the best weapons to use against these vicious little critters is the Lava Gun, as it will keep them from surrounding you, while taking them out in quick fashion.

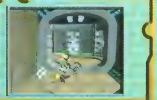
TIP

The caps on top of the rails of the bridges can be busted up for Bolts.

Continue down the path, staying ahead of the tour in order to clear out the Mutant Test-Squirrels before they can get the chance to attack the innocent tourists [3]. You will want to clear out the entire area, then meet the tour at the last stop. Around the corner to the left is an Electrolyzer Target that needs Ratchet's attention [4].

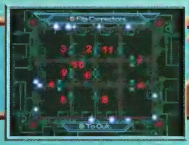
Platinum Bolt

Before approaching the Electrolyzer Target, take a second to follow the Bolt Fizzwidget through the door on exits into. Inside, you'll find a shiny Platinum Bolt. If you are low on or he has already entered and the door is closed, you just have to wait until he is pressed with the next two.



Electrolyzer Puzzle

Solving this Electrolyzer Puzzle will activate an elevator platform to the right of it. This one is pretty challenging, as there are a total of 11 Connectors that must be flipped. Refer to the accompanying screen shot for the correct order.



Take the elevator up to the next area, where Ratchet & Clank will find themselves on a walkway on top of a dam. At the opposite end of the walkway, the two will find a Zipline leading down to the landing pad below, a Translocator, which will basically do the same thing, and a Megacorp Vendor [5].

Stock up on Ammo, then take the path to the left of the Vendor, which leads down into a new area. Before you head down there, take a moment to locate the Megacorp Robot Guard patrolling its perimeter. This sucker is huge and dangerous, able to fire off a devastating blast in a flash. Stay back and use a strong weapon to eliminate him. The Pulse Rifle/Vaporizer should take care of business quickly [6].

Holoscan Monsterpedia

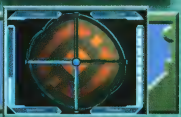
MEGACORP ROBOT GUARD

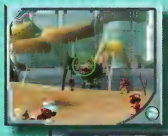
These huge hulking behemoths were manufactured to patrol important Megacorp facilities. Armed with a huge plasma cannon, they focus single-mindedly on stopping any intruders who dare disturb their patrols. When you see one of these strong mechanical giants, stay way back and take it out with a strong, long-range weapon.

Mission 2: Search the Rocket Silo

There are two possible paths down in this next section. The one on the left is blocked by a force field but, since Ratchet acquired the Infiltrator on Joba, he can use it on the lock [1].

Infiltrator Puzzle





Before heading through the gate and into the open field, stay back and equip the Vaporizer and take out the two Robot Guards patrolling the area. These guys are supremely tough and can take off a great deal of Ratchet's health with just a few shots [2].

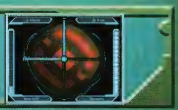
When you head into the field, you'll not only have to deal with a roving pack of Mutant Squirrels, but you'll also have to watch out for motion-sensing mines. These little doohickeys will explode when Ratchet gets near, giving you precious little time to clear their blast radius. Be very cautious going through here and avoid them if at all possible. If you do activate one, be sure to quickly jump to avoid the shockwave it emits [3].

TIP

You can use the motion sensing mines to take out the Squirrels. Just activate one nearby, then watch as its blast takes out any enemies within range.

Head inside the large elevator at the end of the path and ride it down into the rocket silo. At the bottom, Ratchet & Clank will encounter a few Megacorp Troopers. Pick a weapon that needs upgrading and use it against them [4]. Before heading through the doorway on the other side of the silo platform, bust the Crate to the left of it and you'll find an Infiltrator lock behind it [5].

INFILTRATOR PUZZLE



This one is really tough but, with a little *practice* and memorization, you will have it cracked in no time flat: 1: 8:00 2: 8:00 3: 8:00 4: 8:00 5: 2:00 6: 8:00 7: 8:00 8: 8:00 9: 8:00 10: 12:00 11: 10:00 12: 8:00 13: 8:00 14: 8:00.

NANOTECH BOOST

Opening the lock sends a small elevator platform down from the upper level of the silo. Taking the elevator up will net you a fresh Nanotech Boost. Drop back down to the lower platform and step at the edge of the next doorway.

Inside this next room is a series of Megacorp Troopers that will continually warp in. Heading blindly inside will definitely result in Ratchet taking some damage. Instead, take your new Hoverbomb Gun for a spin. From the safety of the doorway, steer a succession of Hoverbombs into the room, detonating them when they get in between two Troopers. Remember to hold down the O button once you launch one, so you can then steer it with the left analog stick. When you run out of Hoverbombs, equip the Minirocket Tube and finish off the leftovers [6].

Around the corner, Ratchet & Clank will come across another set of Troopers. Holding down the strafe button, you can jump out from the corner, send off a few Rockets from the Mailrocket Tube, then jump back to avoid any return fire. Stretch Jump across the gap and into the room when they have stopped warping in. There is yet another Infiltrator lock at the next door that must be cracked [1].

INFILTRATOR PUZZLE

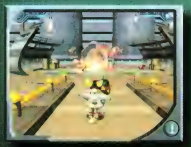
Like the first Infiltrator lock, this one is fairly easy to solve. Here is the order: 1: 8:00 2: 6:00 3: 3: 00 4: 6:00 5: 8:00 6: 4:00 7: 12:00 8: 4:00 9: 12:00. (020 TD)

Looks like there is another huge Megacorp Robot Guard patrolling the next hallway. Step back a few paces to avoid its fire and take cover from the corner. The Hoverbomb Gun seems to work well against these brutes. Launch one his way and blow him up into tiny metal chunks. The elevator at the end of the hallway will lead the two to a transmission screen.

The Thief, whose name is Angela, contacts Ratchet & Clank to tell them that Thugs-4-Less has taken over her Flying Lab - apparently someone has made them a better offer. Fizzwidget's Experiment, now called the Protopet, is about to be released into the unsuspecting public. She shows them an advertisement for the vicious creature - Fizzwidget is giving them away free! Ratchet & Clank know they can't let Megacorp market a killer. If it is released, there will be disastrous consequences for the entire galaxy. The two decide to try and catch Fizzwidget on planet Boldan, where he will be making an appearance.

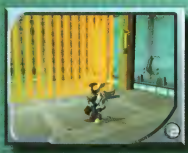
Head out of the hallway and drop back down to the minefield. There is still more of the Weapons Facility that needs investigating.

Mission 3: Investigate the Facility Interior



Next, take the other path to the right across the bridge, which leads into the Weapons Facility's interior. For kicks, toss a Bomblet from the Bouncer Glove at the pack of Mutant Test-Squirrels and watch them fly in every direction [1].

Just inside the Weapons Facility, Ratchet & Clank will be faced with a harmful, impenetrable force field blocking their progress. In addition to a sheep, the two will find a small column in here with Tractor Targets around its exterior. Access the Quick Select Screen and insert the Tractor Beam into your Quick Select Menu, as you are going to be using this gadget quite a bit during your tour of the Facility [2].



TIP

The computer consoles on the walls can be smashed to yield Bolts. The sheep, however, cannot.

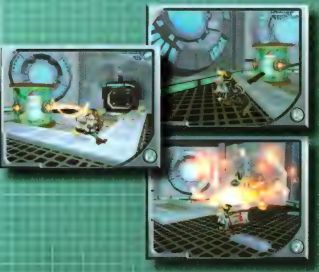
Equip the Tractor Beam, attach it to the small column, then move it into the force field – doing so disrupts the field's deadly wall, allowing Ratchet & Clank to pass through unharmed [3].

In the next room, at the bottom of the ramp, the two will find an Inspector Bot, as well as two Tractor columns, one taller than the other, and a set of force fields. Use the Tractor Beam on the smaller one, and drag it into the first force field [4]. Next, grab the taller column and move that into the second field. Finally, grab the Inspector Bot and carry him through the disrupted force fields and over to the footpad where he will activate the doorway to the right of it.

[illegible]

Before [illegible] through the now-opened doorway, there is a [illegible] Platinum Bolt that can be retrieved. If you look up at the top of the wall opposite the doorway, you will see an opening. To get up to it, drag each of the columns over to the wall and position them next to each other (make sure to grab the farthest one first). Now you can use them as steps to get up into the opening above, which [illegible] back outside. Be careful when you start along the pathway up here, as there is a second Robot Guard patrolling it in the distance. Stay as far back as possible and use the Vaporizer to, well, vaporize him. Head up to the top of the hill and enter into the small building on the right. Inside is what you're looking for – the Platinum Bolt!

At the top of the hill, Ratchet & Clank also encounter a pimply faced, overly dramatic Captain Qwark wannabe who has an Armor Magnetizer – an item that the two could really use. Unfortunately, since the teenager feels the two brought shame to the greatest superhero ever, he won't give them the item. However, if they have any Qwark collectibles from another galaxy, perhaps then he will trade them for it.



Since Ratchet & Clank have nothing to trade, leave the young Armory Employee behind and retrace your steps back down the path and into the Facility. On the other side of the now-opened doorway, take the elevator down into the lower portion of the Facility. Besides a few Chickenbots, there is a small container with a bomb inside, set in a sunken pathway [5]. Like the columns earlier, this container can be moved with the Tractor Beam. Go ahead and drag it along the pathway and set it on the detonator pad at its end [6]. As soon as it hits the pad, you will have a few seconds to detach the Tractor Beam and move away from it, as the bomb inside will detonate, blowing the door along the wall sky high [7].

The Crate and sheep-filled corridor beyond the doorway leads into a huge chamber. Inside this chamber is another pack of Chickenbots, as well as a stream of Troopers that will continue to warp in as you destroy them. Take out the Chickerbots with the Lava Gun, then use the corner wall or small barriers for cover and break out a set of Synthenoids, in combination with Seeker Bombs, to take out the Troopers [8].

When the dust has settled, grab the small column with the Tractor Beam and block the force field, then locate the Inspector Bot and carry him over to the footpad on the other side [9].

Platinum Bolt

Before heading out of this room, there is a cleverly hidden Platinum Bolt that can be found with the help of the Spiderbot Glove and the small column. Start by positioning the column so that it is next to the low conveyor belt along the right wall of the room. Next, jump on the column, then up to the conveyor belt. At the end of the belt, you'll find a small air vent. Equip the Spiderbot and use it to move inside the vent and all the way through until it reaches a small room on the other end. Find the floor switch and walk over it with the Spiderbot to deactivate a force field. To get to this room, return to Ratchet and Shoulo Jump him up to the conveyor belt above the one he is on. Then follow the next conveyor belt to the platform to the left and head into the small room to grab your prize.

This next room presents a unique challenge. The two containers need to be moved along the sunken path and onto their respective detonator pads. The pad on the left has a lower ceiling than the pad on the right, indicating that the shorter of the two bomb containers has to be moved over to the left, and the taller over to the right [10]. To start, use the Tractor Beam to move the taller of the two containers all the way against the left wall, clearing the way for the shorter on to be moved over and down to the left detonator pad [11]. Next, attach the Tractor Beam to the taller container and move it all the way to the right and onto its detonator pad. As soon as the two are in place, they will be detonated, taking out the whole wall with them [12].

In the next room, there is a ceiling-high Tractor column and a long corridor with a series of deadly lasers covering its floor. Along the right side of the corridor is a conveyor belt running along its length that is just big enough for the column to fit on. What you need to do is use the Tractor Beam to move the column onto the conveyor belt, which will block the lasers and allow Ratchet to run alongside it as it moves down the corridor. The key here is to push it onto the conveyor belt, then WAIT for it to go all the way down and return [13]. If you try to catch it right away, it will most likely get ahead of Ratchet and he will take serious damage. As soon as it returns, follow it at a full run down the corridor [14].

Like the earlier room, this next one has bomb containers that must be moved onto their corresponding detonator pads. This time, there are three containers, and the three pads go from shortest to tallest, from left to right. Start by moving the smallest container in the center forward a bit to clear the main path [15]. Next, move the tallest container on the left all the way over to the right, making enough room so that the small one can be moved back on to the main path and over to its detonator pad [16]. Now, grab the tallest container once again and move it down the center path a bit to get it out of the way. The next step is to move the middle-sized container to the left of the tall one, then move the tall one out of the center path and down and over to the right detonator pad [17]. Finally, grab the middle-sized container once again and drag it onto the center detonator pad, blowing the wall to smithereens [18].

This next room is easy. Use the Tractor Beam to move the small Tractor column onto the conveyor belt in the middle of the room [19]. Let it run down the length of the belt and return. Then, Double Jump onto it as it approaches. All you have to do is ride it to the other end, avoiding the deadly laser beams across the floor in the process [20].

Inside the room beyond is another wave of Megacorp Troopers waiting to be warped in. If you have any left, equip a set of Synthenoids, then use whatever you've got to combat the robotic soldiers. Some well-tossed Miniturrets work well, as does the Seeker Gun. Just make sure to use the barriers here for cover. There is another set of tough-to-get Troopers up in the hallway beyond [21].

The final room inside the Armory has a new weapon for the taking—the Sheepinator. This unique firearm is the reason there are sheep milling about all throughout the Facility. Just walk up and grab it—it's free and it's yours! [22].

HELP DESK WEAPONS

SHEEPINATOR

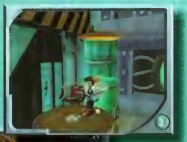
Similar to Gadgetron's ever-popular Morph-o-Ray, the Sheepinator can turn the meanest, most carnivorous beast into a helpless little lamb. Great for smaller, swarming enemies, Megacorp's wacky weapon works by shining its medium-range beam on an enemy and holding it there until the transformation is complete. Holding the beam on smaller enemies will turn them into sheep in nothing flat, while larger enemies may take longer to convert. With repeated use, the Sheepinator can be upgraded to the Black Sheepinator, turning enemies into the meanest black sheep, which will quickly go to smackgnashing pitchers and explode!

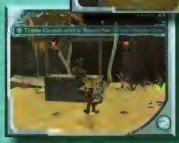
With Sheepinator in hand, use the Translocator to return to the dam. From here, you can choose to ride in style on the Zipline, or use the Translocator to return to the Ship. Either way, it's time to head to planet Boldan and stop the Protopet from being released [22].

Turn to Planet Boldan, Silver City, page 123.

Returning From Planet Aranos, Flying Lab, page 113.

Mission 4: Bring Qwark Collectible to Armory Employee





Now that Ratchet & Clank have purchased the Qwark Action Figure from the Plumber on Aranos, they can trade up for the Armor Magnetizer from the Armory Employee on Todano. Use the Translocator at the landing pad to get back to the dam, then carefully tread your way into the Facility, crossing the bridge along the path to the right. Inside, all of the force fields will be deactivated, and all you have to do is move the two Tractor columns in the room with the opening above over to it so Ratchet & Clank can get back up [1]. At the end of the path is the Employee. Approach him and press the △ button to trade [2].

The socially awkward Employee smooches the Action Figure—if he only knew where it's been—and tosses the Armor Magnetizer to Ratchet & Clank.

HELP DESK: ITEM

ARMOR MAGNETIZER

With the Armor Magnetizer, Ratchet & Clank will be able to grab Bolts from much farther away. Thanks to Megacorp's patented Armor Magnetization technology, this item will make sure they never miss picking up any loose change.

Now that all Missions have been completed on Todano, head back to the Ship and one more pit stop before setting out for planet Gom.

Turn to Planet Boldan, Silver City, page 128, to continue.

Planet Boldan

Silver City

As Ratchet & Clank make their way to planet Boldan, we see the Thugs-4-Less Leader announcing to all his employees that Megacorp has hired them to protect Fizzwidget—seems he's getting a little kooky in his old age and needs a helping hand. He also tells them to be on the lookout for Ratchet & Clank, as he has personal interest in seeing them rubbed out.

Level Data

MISSIONS:

1: Explore the Promenade
2: Investigate the Wharf Area
3: Search Canal City for Thief
4: Purchase Transmission

WEAPONS:

None

ITEMS:

None

GADGETS:

None

ARMOR

Duraplate Armor: Cost: 100,000 Bolts

PLATINUM BOLTS: 3

1: Acquired by using Spiderbot to activate switch inside glass enclosure.

2: Glide down from top of elevator in room after first corkscrew.

3. Return to the room where Ratchet gets captured, and use the Swingshot target to get up to the ledge with the Bolt

NANOTECH BOOST:

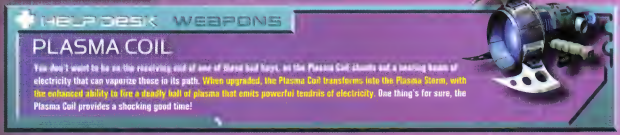
1: Appears every other hour on top of fountain in same area as first Platinum Bolt.

NEW ENEMIES

1: Thugs-4-Less Elite Henchmen
2: Thugs-4-Less Brute

Mission 1: Open the Main Entrance

Arriving on Boldan, Ratchet & Clank have to find Fizzwidget before he unwittingly releases the Protopet on the unsuspecting populace. Since he is making a personal appearance on planet Boldan, they will have to explore its Silver City to track him down. Before moving out, take a moment to restock any Ammo you might need. There are no new weapons on the market, but you should be close to affording the Plasma Coil. Purchase it as soon as you can [1].


HELP DESK WEAPONS
PLASMA COIL
You don't want to be on the receiving end of one of these bad boys, as the Plasma Coil shoots out a searing beam of electricity that can vaporize those in its path. When upgraded, the Plasma Coil transforms into the Plasma Storm, with the enhanced ability to fire a deadly ball of plasma that emits powerful tendrils of electricity. One thing's for sure, the Plasma Coil provides a shocking good time!

Since the main entrance to Silver City is blocked by a force field, hop in the taxi and take it to the hyper-expressway entrance. When Ratchet & Clank arrive, take the elevator platform down and inside the expressway. In here, you will find a Levitator pad [2]. Jump off of it to launch the two into the air and then quickly fly forward through the rotating gears, until they reach the hovering platform in the middle of the expressway [3].

Unfortunately, Ratchet & Clank won't be able to follow the traffic in the expressway through the force field to the right, so that means they have to fly against it. Hop off the Levitator pad and get going. Do your best to avoid the oncoming vehicles, staying in the middle of the expressway, until you come to the next Levitator pad—there should just be enough fuel to get the two to it [4].

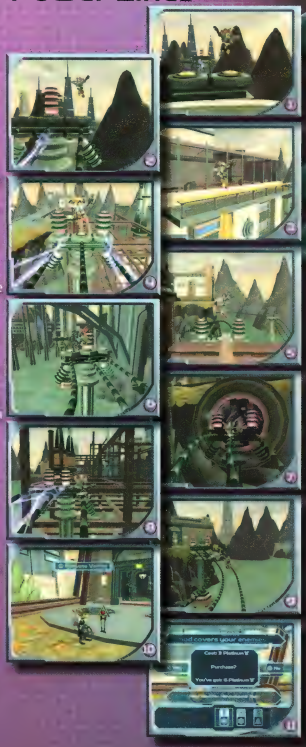
In this next section, you will have to fly Ratchet & Clank through a hazard-filled tunnel. These cables are coursing with electricity and will shock the two if they so much as brush one. Do your best to fly around and through them to the other side [5]. The elevator here will deliver the two back up to the surface, where stepping on a floor switch will deactivate the force field in front of the landing pad [6].

Mission 2: Explore Silver City

Up here, there are two paths from which to choose. The one to the right leads to an elevator platform. The one straight ahead leads deeper into Silver City. Start with the elevator platform to the right, which delivers Ratchet & Clank up to a high platform overlooking the City. Up here, there are a series of power lines that the two can grind [1].

Mission 3: Ride the Power Lines

Double Jump onto the right power line of the first set to start [1]. As soon as you do, quickly get ready to jump again when the two reach the electrical transponder [2]. Ride the power line around and jump the next transponder, then quickly jump over to the left once and onto the middle power line. As soon as they land, you should be preparing to jump again, over the transponder and onto the rail beyond [3]. At the end of this rail, jump to the next, then jump off of it and back onto the electrical power lines. Quickly jump from the left to middle power line to avoid being electrocuted, then jump over the next two transponders and onto a set of girders [4]. From the first girder, jump to the right and onto the next, then jump off of it at its end and onto the next ahead of it. Next, jump off of the girder and back onto the electrical power lines, quickly jumping one over to the left as soon as they land [5]. If timed correctly, they will leap over the transponder as they are jumping onto the left power line [6]. Repeat this the opposite way, jumping back to the right and over the transponder, then jump back to the left to avoid the next transponder. From here, jump back to the center power line and then jump the next transponder heading into the tunnel [7]. Next, jump over the transponder as the power line curves to the right, then jump onto the right power line and then again over the next transponder and onto the girder beyond [8]. Jump from one girder to the next, then over to the right one after it. Finally, jump back onto the power lines, and jump over to the middle power line and off at the end. Phew! [9]



At the other end of the power lines, Ratchet & Clank will be able to call the Black Market Mod Vendor [10]. This time, he has quite a few more Mod upgrades to offer. They include: Acid Mod for Hoverbomb Gun, Lock On Mod for Hoverbomb Gun, Acid Mod for Minirocket Tube, Lock On Mod for Minirocket Tube, Acid Mod for Lava/Meteor Gun, Lock On Mod for Lava/Meteor Gun, Lock On Mod for Heavy Lancer, Acid Mod for Spiderbot Glove, Acid Mod for Bouncer, Lock On Mod for Bouncer, Acid Mod for Plasma Coil and Acid Mod for Mini-Nuke. Purchase what you can afford, then use the Translocator in the next room to return to the landing pad and the Ship [11].

Mission 4: Find Mr. Fizzwidget

Back at the main path, take the path straight ahead, using the barriers along its length for cover while taking out the enemies at the far end [1].

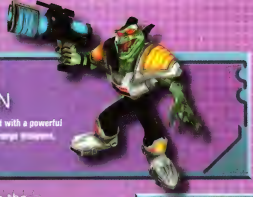
TIP

You can hide behind these barriers and still use your weapon in first-person mode to target the Thugs-4-Less Elite Henchmen at the opposite end of the path. The Minirocket Tube works especially well.

HELP DESK MONSTERPEDIA

THUGS-4-LESS ELITE HENCHMEN

These Elite Thugs-4-Less Henchmen are used only for the highest paying customers. Armed with a powerful Thrasher Cannon, the Henchmen pack enough firepower to level a small playground. Long-range weapons, such as the Minirocket Tube and the RN22, work well against these guys.



Before stepping on the floor switch in this next room, equip the Miniturret Glove and drop a few of these bad boys in front of the doorway, leaving a little surprise for the Henchmen on the other side [2]. Unfortunately, the Thugs-4-Less Brute -- Class II, hiding behind the desk inside this lobby, will take a little more serious firepower to bring down. Equip the Minirocket Tube and play a game of duck and cover with him, jumping out from the safety of the left or right side of the doorway, getting off a shot, then jumping back. It takes a good five or six Rockets to bring him down [3].

HELP DESK MONSTERPEDIA

THUGS-4-LESS BRUTE — CLASS II

This elite Thugs-4-Less Brute is the standard issue soldier. Armed with an impressively powerful Energy Cannon, this soldier is fond of sending out rapid bolts of plasma in a continuous stream.

TIP

The fancy sconces and chandeliers on the walls and ceilings of the interiors of Silver City can be smashed for Bolts.

From this small lobby, Ratchet & Clank are presented with another two paths. Take the left first, but don't enter out into the opening beyond the doorway just yet. This large area outside is teeming with Thugs-4-Less Henchmen and Chickenbots. The Henchmen have fortified themselves behind a variety of barriers out here, but you will still be able to pick most of them off from the doorway using the Minirocket Tube. You can also jump out and use the barriers yourself. Be warned—most of them will not hold up to repeated fire. When the coast is relatively clear, head out and finish off the rest [4].

TIP

The Sheepinator is a great weapon to use against the smaller swarming enemies, such as the Chickenbots. You will want to upgrade this funky firearm as soon as possible.

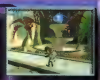
PLATINUM BOLT #4

This area outside is basically a dead end, although there is an enclosed glass area to the right of the doorway that holds a Platinum Bolt. The small hole along the bottom of the glass is just big enough to send a Spiderbot through. Do so, and steer it onto the floor switch inside to open a doorway on the other side of the enclosure. Now, all you have to do is head back through the lobby and around the corner to grab your prize.

TIP

As long as you are using the Spiderbot Glove, throw a few more down and use them to explore the area beyond, blowing up any Henchmen and Brutes you can find hiding in corners and behind barriers.

NANOTECH BOOST



Grabbing this Nanotech Boost requires timing—and, when we say timing, we mean the time of day you are playing the game. The Nanotech Boost, which will appear over the fountain in the left corner of this outside area, will only appear every other hour, based on the internal clock of your PlayStation2. If it is not showing up when you enter this area, you can opt to leave and come back in an hour, or you can be a big cheater and save your game, then quit out, access the PS2's System Configuration Screen and adjust the clock ahead an hour. When you reload the game and return to the fountain, it should be there.

Once you've picked the area clean of Bolts and have collected the Nanotech Boost, take the elevator platform up to the next floor [5]. Up top, there are multiple Henchmen and Brutes hiding behind barriers and around corners. Take cover behind the barriers to the right or left, duck down, then use the Spiderbot Glove to even the odds [6]. You most likely won't have enough Spiderbots to get them all, but the steering a few Hoverbombs from the safety of the corner will finish the job [7].

Down in this next section the City, Ratchet & Clank will be confronted by yet another wave of Henchmen and Brutes. Use the two metal barriers on either side of the passage for cover and play cat and mouse with the enemies, jumping out to get off a shot or two with the Mini-rocket Tube, then ducking back for cover [8].

Watch out for two more Henchmen that are hiding behind the barriers at the base of the steps. They won't show themselves until Ratchet approaches. The best (and most satisfying) way to take them out is to steer a Hoverbomb up and over the barrier, detonating it when it reaches each target. Once these two enemies have been felled, use the walls at either side of the stairs for cover and break out the Spiderbot Glove for another round of seek and destroy. There is a small group of Thugs guarding the elevator platform—use the Spiderbots to take them all out [9].

Take the elevator up to the next room, where Ratchet will find both a Weapon and Armor Vendor. The Armor Vendor is selling a new suit—the Duraplate Armor. If you've been competing in all the Challenges and collecting every Bolt, you should have enough for the Armor [10].

HELP DESK : ARMOR

DURAPLATE ARMOR

Megacorp's new Duraplate Armor uses double-thick plating to provide up to 50 percent protection. This strong suit will give Ratchet the extra protection needed to tackle some of the tougher enemies head on, as well as complete the Impossible Challenge back on Joba.

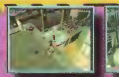
The taxi to the left will return Ratchet & Clank to their ship, but there is still plenty more to explore up here. Head through the doorway past the Armor Vendor and get ready for a dizzying walk straight down the side of the building. Thanks to the Gravity Boots, Ratchet has no problem sticking to its side. Equip the Minirocket Tube and a set of Synthenoids/Kilonoids, then hold down the strafe button and start your descent [11].

As the two make their way down the building, Thug Henchmen and Brutes will appear from the windows. As soon as one pops out, send a Rocket his way. You can use the window hatches as a barriers when multiple enemies appear [12]. When the two reach the bottom, head into the final open window on the right hand side. The corkscrew will throw the two for a loop, literally. Keep the Minirocket equipped and take out the attacking Thug before he can get a shot off [13].

Before heading down into the large area, use the Minirocket Tube from the first-person perspective while hiding behind the metal barrier to target and remove the Thugs across the way and below [14]. Clear out all the Crates down here, then take the elevator across the way up to the higher platform. There is another set of Henchmen across the way. Use the Minirocket Tube to take care of the first batch, then break out the Vaporizer and snipe the ones way off in the distance [15].

Platinum Bolt #1

From your vantage point up here, you should be able to see the Platinum Bolt resting on the platform to the left below the ledge Ratchet is on. To get it, jump off and Glide down.



Back up top, equip the Swing shot and grapple over to the next platform, then follow the corkscrew over to a second elevator platform. Be ready for any lingering Thugs that remain in the area [16]. Up top, once again, use the barrier as a shield and pick off the Thugs with the Minirocket Tube using the first-person perspective. If you run out of Ammo, the Hoverbomb also works well [17].

It's time for another descent down the side of a building. Make sure you have a set of Synthenoids/Kilonoids equipped and a good strong weapon, such as the Minirocket Tube or HK22. Inside the window at the bottom, Ratchet & Clank will find Fizzwidget [18].

When Ratchet & Clank approach Fizzwidget, they find that he's actually a robot and that they have been lured into a Thugs-4-Less trap. The Thug leader arrests them for "attempting to bump off Fizzwidget," earning them a trip to new Thug Prison. Before taking them away, he gives them a glimpse of where they will be staying. Turn to Planet Aronos page 129, to continue.

Returning From Planet Todano, Megacorp Armory, page 122.

Platinum Bolt #2

This last Platinum Bolt can only be retrieved on a return visit. Head back into the room where Ratchet & Clank were captured and use the Swingshot to get up to the ledge where the valuable Platinum Bolt awaits.

Turn to Planet Gorn, Thugs-4-Less Fleet, page 134, to continue.

Planet Aranos

Flying Lab

Having been falsely arrested for the attempted murder of Abercrombie Fizzwidget, Ratchet finds himself back on Angela's Flying Lab over the planet Aranos, which has now been taken over by Thugs-4-Less and has been converted into a prison. It seems all is hopeless until Clank's universe shows up and bribes the little guy out.

Level Data

MISSIONS:

1: Free Ratchet from Prison Cell
2: Meet Up in the Hangar Bay
3: Turn Off the Forcefield
4: Explore the Rest of the Flying Base
5: Purchase Qwark Action Figure

WEAPONS:

1: Zodiac: Cost: 1,500,000 Bolts – Max Ammo: 4 Blasts – Cost: 10,000 Bolts Per Blast

2: Shield Charger: Cost: 100,000 Bolts – Max Ammo: 5 Shields – Cost: 100 Bolts Per Shield:

ITEMS:

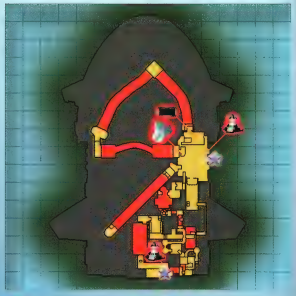
Qwark Action Figure: Purchase from Plumber for 20,000 Bolts.

GADGETS:

None

PLATINUM BOLTS: 1

1: Glide down to the ledge below the Ship.

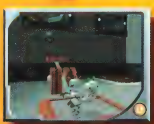


NEW ENEMIES:

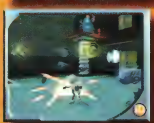
None

Mission 1: Free Ratchet From Prison Cell

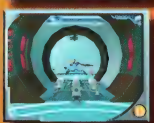
Thanks to Clank's admirer, he has managed to climb out of their cell and into an air duct, but Ratchet is still trapped inside. This first Mission is to find a way to free Ratchet. Inside the first room, the little guy will come across a series of platforms suspended above a pit of lava. If you wait a moment, you'll see that the lava rises and lowers, covering all of the platforms except the closest one and the two at the end [1]. Wait for it to start to subside, then quickly jump across them and up to the ledge on the other side [2].

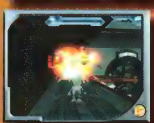


Along the left side of the wall is a new Micro Bot. In addition to the standard Micro Bots, the Lifter Bot and the Bridge Bot, the Hammer Bot will help Clank accomplish his goals. This big lug can be used to hammer objects [3]. Make sure he is set to FOLLOW, then activate the elevator and command him to USE HAMMER on the two glowing cubes obstructing their path [4]. Down in the next room, Clank can step on the lowered section of this teeter-totter, then order the Hammer Bot to USE HAMMER on the higher section—doing so will launch Clank up to the opening above [5].

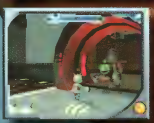


Up in this next area, Clank will find a couple small Micro Bots and a pack of Chickenbots. Free the tiny robots, then order them to ATTACK and help you out [6]. After the enemies have been defeated, make sure the Micro Bots are set to FOLLOW, and take the elevator down into the next room. Stepping on the floor switch in here will open the doorway and allow the Hammer Bot entrance inside [7]. Make sure both Micro Bots get on the teeter-totter with Clank, then order the Hammer Bot to USE HAMMER. Doing so, will fling all three of them up to the opening above [8]. Now just order them to ENTER—they will head into the receptacle and the door beyond opens [9].

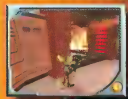




Inside this next room, Clank can take out the Chickenbots but should not go anywhere near the MSRs – their Chainsaws will make quick work of the little guy's alloy chrome [10]. If you take the elevator platform to the left, he will be able to enlist some help. Free the two Micro Bots up here, then order them to ATTACK the MSRs in the next room [11]. When they have taken care of business, free the next set of Micro Bots, then head down the next hallway. Up here, the two MSRs from below will rise up and attack. Command the Micro Bots to ATTACK them, then make sure you have all four and order them to ENTER into the receptacle [12]. Stepping on the floor switch will cause the power to fail in certain sections of the prison, allowing Ratchet to escape [13].



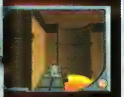
Mission 2: Meet Up in Hangar Bay

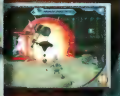


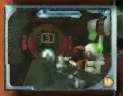
Now that Ratchet is free, he is going to have to meet up with Clank. Since their Ship was impounded, it is most likely at the hangar bay. The two will rendezvous there. With the power out in this section of the prison, things are going haywire. Equip the Bouncer and toss a few Bomblets down the corridor to take out the flame-throwing MSR IIs [1]. When the path is clear, check out the Megacorp Vendor and restock Ratchet's Ammo. It looks like there are also two new weapons for sale—the Zodiac and the Shield Charger—You probably don't have enough Bolts to purchase the Shield Charger at the moment, and there is no way you can afford the Zodiac for quite a while [2].

TIP

Since Clank and Ratchet are separated, he won't have any of Clank's Back Pack abilities.







Hop onto the platform at the end of the corridor and it will turn Ratchet upside down (thanks to his Gravity Boots, he won't fall off) and deliver him into a huge, lava-filled chamber. Make sure to equip a set of Kilonoids and the Minirocket Tube, as there are multiple MSRs lowering down from the rooftop to his location. Remember to strafe back and forth in order to avoid taking hits from their flame shots [3]. Take the platform at the end of the chamber to an opening in the wall, then use the jump slot inside to get up to the next level [4]. After another freight, Double Jump up to the ramp in the corner of the room, then use the jump slot along the left wall to jump onto the suspended platform [5]. These platforms will disappear after a few seconds, so you will have to quickly jump from one to the next to get over to the opening above [6]. Be ready for a few more MSRs down the next corridor, then take the elevator at its end.

Meanwhile... Clank is slowly making his way through the prison's ventilation system. At the end of the air duct, he will find himself in a huge, lava-filled room. From this high vantage point, you can jump and Glide him down to the platform along the right wall [7]. As before, these small platforms will be submerged in the lava as it rises, so wait for it to subside, then drop down and jump across to the ledge [8]. There is a Bridge Bot enclosed in glass up here. Set him free, then order him to BUILD BRIDGE to bridge the gap across this next section of lava [9]. Make sure you order the Bridge Bot to RETRACT BRIDGE once Clank has gotten to the other side, as he will be needed up on the next level.

It looks like a long stretch but, if you order the Bridge Bot to BUILD BRIDGE from the top of the ledge inside the huge chamber, he will span the gap far enough that Clank can jump and Glide to the platform below [10]. Down here, free the three Micro Bots and command the Bridge Bot to BUILD BRIDGE, then order the other Micro Bots to ATTACK (you will probably have to do so more than once, as the MSRs are tough customers) [11]. Make sure you have commanded the Bridge Bot to RETRACT BRIDGE, then release the Hammer Bot and third little Micro Bot from their enclosures. Order the Hammer Bot to USE HAMMER four times to clear the way of obstructions, then free the next Micro Bot and command the Bridge Bot to BUILD BRIDGE [12]. Head across and have all four Micro Bots ENTER into their receptacle, then continue through the tunnel and out to the hangar bay [13].

Meanwhile... Ratchet is still making his way to the hangar bay. Hovering over the platform in this next lava-filled room is a new Wrench! [14]

HELPFUL WEAPONS

OMINWRENCH 12000

This multi-purpose marvel is composed of carbonox alloys, making it the strongest and most durable Wrench in the Bogan galaxy. Wielding this new Wrench, Ratchet will be able to fell enemies in one swipe—where it once took three.

At the end of the platform, there is another jump pad. This next series of disappearing platforms can be a little tricky, as there is a sideways one that Ratchet will have to launch off of to get to the next. Just be methodical and make sure to hit the jump button as soon as Ratchet comes in contact with it [15].

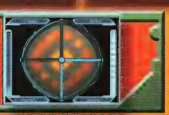
Up top, Ratchet will find himself outside the Flying Lab, and will be attacked by a series of MSRs that pop out of the lighter-colored plates in the floor. Use the Minirocket Tube or even the Miniturret Glove to take them out—hopefully, one of these weapons will be close to, or already has, upgraded. Stay on this walkway and follow it around to the other side. If you try to jump up to any of the other platforms, Ratchet's Gravity Boots won't take hold, and the poor Lombax will fall to the planet below [16]. Be ready for another pack of MSR ils inside this next room. Having a set of Kilonoids for backup certainly can't hurt. When the dust has settled, use the ramp along the left wall to start jumping from disappearing platform to disappearing platform. There are two sideways ones this time [17]. When Ratchet heads through the door, he will find Clank waiting for him at the hangar bay.

Mission 3: Turn Off the Forcefield

It looks like the Thugs-4-Less goons have thrown up a force field around Ratchet & Clank's Ship. If they intend to get off this prison base, they are going to have to find a way to deactivate it [1]. Stock up on any Ammo you might need at the Megacorp Vendor, then hop up to the platform along the back wall and access the Infiltrator lock [2].

INFILTRATOR PUZZLE

This Infiltrator might give you some trouble, as it needs to be routed through 11 circuits. Follow these steps to crack the lock: 1: 9:00 2: 10:00 3: 9:00 4: 4:00 5: 8:00 6: 6:00 7: 4:00 8: 6:00 9: 6:00 10: 4:00 11: 12:00.



Inside, the two will find themselves in a large chamber filled with rising and lowering lava. There is a tunnel at the far end that leads into the next area, and they will have to use the Levitator to fly to the other end. Wait for the lava to rise to its highest point and start to subside. As it begins to lower, jump off the Levitator Pad and head for the tunnel, and out the other side as quickly as possible—you should make it without so much as singing a hair on the Lombax's body [3].

This next section of the tunnel is filled with obstacles, including huge whirling drills and electric fences. Jump off the Levitator Pad and head through, avoiding them to the best of your ability. Make sure to fly under the first fence and carefully through the next [4.

Take a breather and get ready for round three. Wait for the first electric fence to temporarily dissipate, then start your way through the tunnel [5]. The second fence must be flown under, the third over, and the fourth through. No problem! At the other end, the two will find a control room where they receive an urgent transmission from Angela [6].

Angela contacts the two to from Aside the Thug's fleet over the planet Gorn. She hurriedly tells them she has found out vital information about the Protopet and how to stop it. She also tells them she's witnessed the return of one of their ships from Megacorp's distribution center and has seen something very disturbing. Before she can give them any more information, she is discovered and captured. Ratchet & Clank now need to rescue her, ASAP! Clank downloads the new coordinates.

Mission 4: Explore the Rest of the Flying Base

Even though the force field around the Ship has been dismantled, there is still some more exploring that can be done. Head through the lone doorway along the back wall back outside [1]. Up above, there is another Levitator Pad and lava-filled tunnel. This time, the lava rises and lowers at a much faster rate, leaving little margin for error. As soon as it rises to the roof, jump off the Levitator Pad and head down the tunnel [2]. When you get to the portion where the roof is raised, fly up to the top, which will give you some room between Ratchet and the lava. Stay up here and wait for the lava to subside, then quickly duck underneath the next portion, then back up and out [3].

Why, if it isn't Ratchet & Clank's old friend, the Plumber. Apparently, he's been moonlighting in the Bogon galaxy (they pay triple-time, plus travel), and he has been hired to fix a plumbing problem at the Base. He reaches into a pipe and pulls out a Captain Qwark Action Figure that someone flushed away. Ever the greedy craftsman, he offers to sell it to the two for 20,000 Bolts.

Mission 5: Purchase Qwark Action Figure

This Mission requires you to lay down 20,000 Bolts for a stinky Qwark Action Figure. Since the pimply Armory Employee offered to trade something of value for a piece of Qwark memorabilia, this may just do the job. You should have the cash, so just approach him and press the △ button [1].

He tosses the two the Action Figure and says goodbye, telling them he will see them in another year or so...

SHINY BOLTS

Before taking off to Gorn, there's one Platinum Bolt waiting to be snatched near Ratchet's Ship. Unfortunately, there is no Translocator to get the two back to the Ship, so you'll have to retrace the steps you took to get to the Plumber and return through the lava-filled tunnel. From the right side of the Ship at the landing pad, located the platform down underneath the Base. If you look close enough, you'll see the shiny Platinum Bolt on the ledge below. Jump off and Glide down to it and it's yours. To get back up, use the Levitator on the launch pad.

It's time to get off this Base, hop in the Ship and set the coordinates for Todano. One quick pit stop to trade the Qwark Figure for the Armor Magnetizer, then it's on to Gorn to rescue Angela.

Turn to Planet Todano, Megacorp Armory page 122, to continue

Planet Gorn

Megacorp Thugs-4-Less Fleet

On a mission to rescue Angela from the clutches of the Thugs-4-Less Leader, Ratchet & Clank speed off to planet Gorn – the sight of her last transmission. On the way to their destination, a fleet of Thugs-4-Less fighters attacks them. It's payback time!

Mission 1: Defeat the Thug Fleet

Challenge #1: Defeat the Thug Fleet

Description:
Angela was captured on board a ship in this fleet! Defeat the fleet and figure out where she has been taken.

1st Prize:
Coordinates for Thug HQ

2nd Prize: 6,500 Bolts

3rd Prize: 2,250 Bolts

In this Challenge, Ratchet will have to contend with waves of Thugs-4-Less fighters while attempting to bring down the large carrier ships of their fleet. There are four carrier ships in total that must be destroyed, and it's going to take multiple passes, plus heavy firepower (upgrade lasers are a must), to bring these suckers down. While this Challenge isn't impossible to beat, we recommend you head over to Slim's Ship Shack and exchange your Raritanium for some choice upgrades. If you haven't already purchased the Lasers, Mines, Nukes, or extra shielding, now would be a good time to do so [1].

Locate one carrier ship at a time (which are displayed on the radar as large yellow dots), and concentrate on taking it out while dogfighting with the Thug fighters. Both the Mines and the Torpedoes work especially well against the large ships. When shooting the Mines, try and aim a bit ahead of the carrier ships, so they end up slowly running through them and take multiple hits [2].

Challenge #2: Fight the Bandits

Description:
This sector is notorious for bandit ships. Take out any that attack.

1st Prize: 25,000 Bolts

2nd Prize: 8,250 Bolts

3rd Prize: 2,750 Bolts

This Challenge is easy, it just takes a while to locate and destroy all 32 Bandits. If you had enough Raritanium to purchase the Nukes, then it can be over in seconds instead of minutes, as one well-aimed shot right in the middle of the pack at the beginning of the Battle will wipe out two thirds of them [3].

If you don't have Nukes in your arsenal, stick with Missiles and, even more importantly, Mines, as you can lure the bandits into an active Mine, taking them out quickly [4].

Challenge #3: Defeat the Ghost Ship

Description:
You've heard of Ghost Ships in space... and it looks like one of the ones you destroyed has come back. Shoot it while it has solid form.

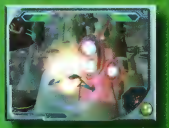
1st Prize: 30,000 Bolts

2nd Prize: 6,500 Bolts

3rd Prize: 2,250 Bolts

Be prepared to take a beating during this difficult challenge, as you are going to have to go up against hordes of unrelenting Thugs-4-Less Fighters while attempting to destroy the appearing and disappearing Ghost Ship. The best strategy is to locate the Ghost Ship, represented by a large yellow dot on the radar, and then let loose with everything you've got ONLY when it is in its solid form [5].

Try to continually keep the Ghost Ship in your sights and, when it turns transparent, turn your attention to taking out a few Fighters, to try and replenish your Shields and Ammo. As soon as it solidifies, however, you should go back to work on destroying it [6]. Since the Ghost Ship moves at a slow pace, you will also have to constantly adjust your flight path. When you get too close, turn around and hit your Boost to gain some distance, then turn back and execute another firing run.



Challenge #4: Race Through the Docking Bays

Description:
Ace Bunyon, one of the alaxy's premiere space racers, has challenged you to a race through the docking bays.

1st Prize: 35,000 Bolts

2nd Prize: 11,750 Bolts

3rd Prize: 3,750 Bolts

As with the two previous race Challenges against Ace Bunyon, Ratchet is going to have to go head-to-head against him through an obstacle-filled space field while hitting a series of rings – 53 in all. The strategy for this race is exactly the same as the others – make liberal use of the Turbo Boost to pass Bunyon at the start, do your best to hit every ring (you can miss a total of 11), and avoid hitting any obstacles. The rings this time are a bit closer together, making it tough to hit each one, but not impossible. You might need to play through this Challenge multiple times, until you have a good idea of the general tough spots [7].

Platinum Bolt

As with Holzo and Nrogo, the Platinum Bolt over Gorn can be acquired by not missing a single ring during the Challenge against Ace Bunyon. If you can manage to do this correctly, the Platinum Bolt will be waiting for Ratchet at the Nexus Bar.

Planet Snivelak

Thug HQ

On a mission to rescue Angela from the Thugs-4-Less gang, Ratchet & Clank have arrived at Planet Snivelak, the headquarters for the shady group. Of course, their path is going to be perilous and fraught with plenty of danger, but that's what Commandos live for, right?

Level Data

Missions:
1: Rescue Angela

Weapons:
None

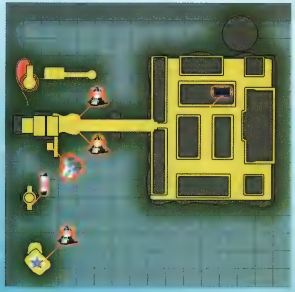
Items:
None

Gadgets:
None

Armor
1: Electrosteel Armor: Cost: 250,00 Bolts

Platinum Bolts: 1
1: Before crossing the long bridge, turn around and find the set of Dynamo Activators along the side of the building.

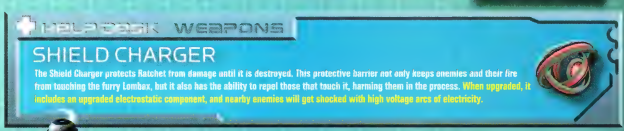
Nanotech Boost
1: On the roof at the end of first set of Versa-Targets — swing high and Glide to get it.

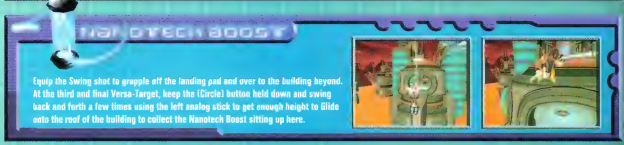


New Enemies:
1: Megacorp Hover Tank v2.0
2: Attack-Copter
3: Giganto Mech

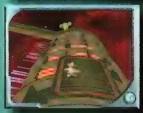
Mission 1: Rescue Angela

The dark, gloomy and inhospitable planet is the perfect home for the Thugs-4-Less goons. Before tackling the mission at hand, make sure you hit the Megacorp Vendor and spend some of those hard-earned Bolts [1]. At this point, if you have been completing all of the Challenges and collecting every Bolt you can find, you probably have around 200,000. Since you can't afford everything the Vendor is offering, we recommend purchasing the Shield Charger – it is one of the most valuable weapons around [2].

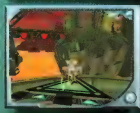

HELPDESK WEAPONS
SHIELD CHARGER
The Shield Charger protects Ratchet from damage until it is destroyed. This protective barrier not only keeps enemies and their fire from touching the furry Lombax, but it also has the ability to repel those that touch it, harming them in the process. When upgraded, it includes an upgraded electrostatic component, and nearby enemies will get shocked with high voltage arcs of electricity.


NANOTECH BOOST
Equip the Swing shot to grapple off the landing pad and over to the building beyond. At the third and final Versa-Target, keep the (Circle) button held down and swing back and forth a few times using the left analog stick to get enough height to Glide onto the roof of the building to collect the Nanotech Boost sitting up here.

Drop down inside the building and continue to use the Swing shot to get across to the next pathway. The opening to the right is blocked, but there is a blue Versa-Target straight ahead that will lower a grind rail. Hop on and take a ride! [3] Make sure to hop over the small poles holding the rail up, while you ride it down to the bottom. When you get there, walk onto the ramp and the Gravity Boots will take over [4].



At the top of the ramp to the right, there is a Dynamo Activator. Equip the Dynamo to start it up, which activates a series of moving magnetic platforms around this tall tower. Jump to the first one as it rotates around, then hit the Dynamo a second time to charge the next Activator up above [5]. Next, quickly jump to the platform rotating the opposite direction, then use the Dynamo again to hit the next Activator to the left. Repeat this process of jumping over to the next platform and using the Dynamo on the following Activator to get all the way to the top of the tower [6]. When Ratchet arrives, head to the left, then down the large ramp.



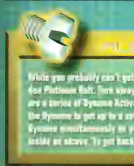
Watch out for the two sets of helicopters flying toward the Lombax! If you center Ratchet in between them, you will avoid their whirling blades. Re-adjust him for the second set a little to the left to get past unscathed [7]. There's a warp pad at the bottom, which, when you jump while standing on it, will thrust Ratchet into the air and over to the next section of land [8].

You'll find both Weapon and Armor Vendors at the foot of the bridge in this area. While you most likely can't afford anything at the moment, take a look at what you will be purchasing as soon as you can [9].

HELP DESK : ARMOR

ELECTROSTEEL ARMOR

The Electrosteel Armor uses an invisible electromagnetic pulse to deflect and absorb up to 66 percent of all damage. An expensive piece of protective outerware, no doubt, but worth every penny.

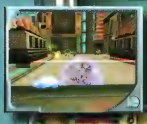


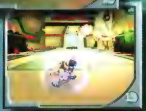
This bridge is not going to be taken easily. It is heavily furnished with a series of Megacorp Hover Tanks (V2.0). The best way to deal with the situation is to stay far back and out of their range, then use the Vaporizer to take them out [10]. Unfortunately, the Thugs inside will survive the blast, and leap out of the wreckage and attack when Ratchet approaches. Use the Spiderbot Glove to blow 'em up without having to get up close and personal. Make sure to stay behind the wreckage of the Hover Tanks as well, as it provides the perfect cover from enemy fire (Make sure you restock your Ammo before moving on) [11].

HELP DESK MONSTERPEDIA

MEGACOPR HOVER TANK v2.0

The Megacorp hovertank has been modified by Thugs-4-Less for version 2.0. It provides cover for the Thug forces who take shelter behind its impressive armor and massive blasting capabilities. You can also take advantage of this, using the Vaporizer to blast the Tanks from afar, then using their wreckage for cover against the Thugs inside.





Prepare for a battle when Ratchet reaches the other side of the bridge. An onslaught of Elite Henchmen and Class II Brutes will attack from around the corner. There is also the added challenge of the sweeping laser here, making it difficult to target them without getting harmed. Stay back and use either the Bouncer, or Minirocket Tube, while strafing, to take them down [12].

In addition to the Hover Tank at the end of the street, a Thugs-4-Less Attack-Copter will swoop down and begin its strafing run. Find cover and, when you have a shot, use the Vaporizer or Minirocket Tube to take it out. It takes about three shots to bring one of these suckers down [13].

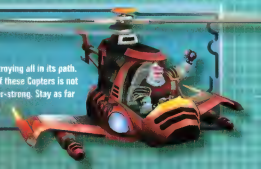
TIP

If you have the Shield Charger, you should always have a Shield equipped, as it will constantly provide extra protection against Ratchet's enemies.

HELP DESK MONSTERPEDIA

ATTACK-COPTER

A modified version of the Thug Leader's personal helicopter, this Attack-Copter is capable of destroying all in its path. It packs a quadruple helix energy cannon to make sure it gets the job done. Bringing down one of these Copters is not an easy task. Its cannons have incredibly long-range firing capabilities, and its armor is super-strong. Stay as far back as possible and use either the Vaporizer or Minirocket Tube to bring it to the ground.



TIP

Both the large lampposts and the small red lights lining the streets will yield Bolts when smashed.

Move down the street, then around the corner. The barriers are here for a reason, as a group of Thugs will warp in and attack. We recommend not using the breakable barriers and instead heading for the protection of the corner, then tossing out a few Spiderbots to take care of the job [14].

Make sure you have a shield surrounding Ratchet and a set of Kilonids equipped when you reach the middle of this street, as a force field will trap him inside and a continual wave of Thugs will warp in and attack. Use the Minirocket Tube and strafe back and forth to avoid taking damage. It lasts a minute or two, but eventually they will all be wiped out and you can continue on down the street [15].

At the end of the street, not one, but TWO, Attack-Copters will strike. If you are out of Minirocket and/or Vaporizer Ammo, get in close enough to drop a few Megaturrets, then retreat and let them take care of the rest. Make sure to use the strafe to avoid their fire [16].

Around the corner to the right, things are about to go from bad to much, much worse. In addition to the first group of Thugs behind the barrier, there are two more that will spring a trap and catch Ratchet & Clank in their crossfire when you jump over the lasers. To make things even more challenging, a force field will lock the two inside. Make sure to keep the Kilonids at his side and have a Shield surrounding him, then use whatever you've got to quickly bring them down. Minirockets, Mini-Nukes, Bouncer Bomblets, Lava-Gun Meteors, etc., will all be effective [17].

Uh-oh. That huge giant robot on the other side of the passageway does not look promising. When Ratchet & Clank approach it, they find a fanatical Thug Leader at the controls, who launches an attack. Run!! [18]

Boss Battle

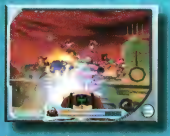
Thug Leader Giganto- Mech

The Thug Leader's Giganto-Mech won't take much damage from Ratchet's conventional weapons, so you are going to have to find another way to defeat it. Littered all around the streets of the Thug HQ are small warp pads. Find one and use it to be thrust up to the rooftops of the surrounding buildings and into a gun turret [1].

As soon as Ratchet is in the cockpit, start firing with the (Circle) button. Aim the green crosshair at the Giganto-Mech and let loose a constant stream of fire toward the giant robot [2].

Continued...

The Ginganto-Mech will return fire with a series of exploding bombs from its shoulder mounted cannons. As soon as it does so, do your best to shoot them down before they reach Ratchet & Clank. If you can't shoot them on their approach, you will still have a second to take them out before they detonate. While this is happening, do your best to still target and shoot the Ginganto-Mech [3].



As soon as he stops firing and makes his way over toward Ratchet & Clank, press the △ button to exit the turret and get out of there before he brings down his fist and demolishes it. As soon as the two are back on foot, either stay on the rooftops and find another turret, or head back down to the street and use another warp pad to be launched up to another. As soon as you do so, resume firing [4].

TIP

Don't forget that Ratchet has the Charge Boots, which can quickly get him away from the Giganto-Mech and to a warp pad. To use them, double tap the R1 button.

Continue the process of using the turrets to whittle down the Giganto-Mech's energy bar. In addition to firing at Ratchet with his cannons when he's on foot, and slamming his fist at the turret when he's inside, the Giganto-Mech can also shoot a deadly laser beam from its eye to get him out of a turret. The Giganto-Mech will also grab flying ships from the air and throw them as deadly projectiles at Ratchet. You can shoot these with the turret's guns [5].

Yet another attack is a volley of explosive fire from its chain gun arm. There is no way to retaliate or stop this attack – when you see it coming, get out of the turret and run! It's a long, arduous battle and, toward the end, the bombs will come fast and furious. Stay concentrated and do your best to eliminate them quickly while still trying to constantly target the Giganto-Mech. Eventually, the big lug goes up in flames [6].

End

Victorious, Ratchet & Clank free Angela – who shows them a transmission she pick-pocketed from the Thug Leader. The Transmission leads to the terrible discovery that there are 3.5 zillion Protopets in crates about to be sent out from the Megacorp Distribution Center. Angela reveals that she used to work for Megacorp in the Genetics Division, where she was about to make a breakthrough on fixing the Protopet's flaws. They decide to try and disrupt the shipment – she will go and retrieve her ID (allowing the trio access to Mecacorp's HQ), while Ratchet & Clank head for the Distribution Center on planet Smolg.

Planet Smolg

Distribution Facility

On the way to Megacorp's Distribution Facility on planet Smolg, the two tune into another episode of "Behind the Hero," which chronicles the final days of Captain Qwark. According to the show, the fugitive superhero has been missing for six weeks and the galaxy may never know what happened to this once glorious man of the people.

Level Data

MISSIONS:
1: Traverse the Warehouse
2: Search the Distribution Facility
3: Explore the Docked Ships

WEAPONS:
None

ITEMS:
None

GADGETS:
Hypnomatic — Part 1 of 3

PLATINUM BOLTS: 2
1: In the warehouse section on a set of stacked crates — use two sets of crates as a Jump Slot to get to it.
2: On top of the high platform in between third and fourth Levitator pads.

NEW ENEMIES:
1: Two-Headed Smolgian Snapper
2: Grulch

Mission 1: Traverse the Warehouse

According to the transmission Angela stole, millions of Protopet's are being shipped out of Megacorp's Facility on Smolg. If Ratchet & Clank intend to disrupt the shipment, they are going to need to explore the Facility and find a way to do so. Visit the Megacorp Vendor and stock up on Ammo before heading out. If you have enough Bolts, we recommend purchasing the Plasma Coil. If not, grab it on your way back through [1]. Start by taking the ramp near the front of the Ship, and jump off the warp pad at its end [2].

When the two land, they will be at the opening of a huge warehouse, which is filled to the brim with Protopet crates. These crates are guarded by Two-Headed Smolgian Snappers — some of the most vicious and deadly Snappers in the galaxy. Hit the floor switch to deactivate the force field, then step back. The best way to deal with these beasts is to stay away from their trademark snapping jaws and use your medium and long-range weapons that are close to being upgraded, such as the Bouncer, Minirocket Tube or Plasma Coil, to take them out [3].

HELP DESK: WEAPONS

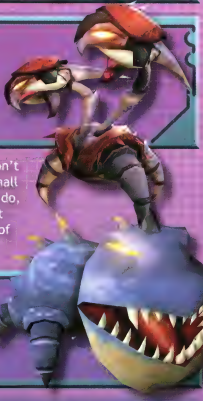
ZODIAC

The ultimate in Megacorp high-tech weaponry, the Zodiac is a bit of an enigma. This top-secret weapon is ultra-expensive, costing those that can afford to ask 1,500,000 Bolts. If you are skilled and lucky enough to purchase one, all it takes is one pull of the trigger to blast everything you can see into ash by a powerful electric charge. This weapon does not upgrade.

HELP DESK: MONSTERPEDIA

TWO-HEADED SMOLGIAN SNAPPER

Whoever said two heads were better than one obviously never met this alien flood. The Smolgian Snapper packs a wallop and does it double. Watch out for its lightning-fast lunging bite attack and try not to get in too close. Medium to long-range weapons are the only way to go — and the stronger the better, as these creatures have thick outer shells.



Just beyond the first Snapper is a Grulch. Don't get too close to these little guys, as their small size can be very deceiving. Any weapon will do, as they are easy to bring down, but don't let yourself be caught in the middle of a group of them [4].

HELP DESK: MONSTERPEDIA

GRULCH

The Grulch is the smaller cousin of the Smolgian Snapper. Having only one head, however, these miniature alien monsters are still capable of biting an unwary traveler in a sensitive area. Break out a close-range weapon, such as the Meteor Gun, to deliver swift justice.

TIP **The warehouse is full of nooks and crannies that may or may not have useful items in them. Be sure to take some time looking around as you go. Any ledges that Ratchet might be able to jump up to could lead to Bolts, Nanotech, Ammo and more!**

Down inside the next area, Ratchet & Clank will be confronted by a pack of Snappers that bust out of their crates. Be ready and do your best to take them out while avoiding their attacks [5]. Continue up, down and around the stacked crates, dropping down into the next area once you've cleared it. Before stepping on the floor switch, leave a few Mini/Megaturrets in front of the caged Snappers – this will help even the odds when they are set free [6].

Continue to clear out this large area along the floor (the Spiderbot works well for taking out the Grulches and Grulch Generator).

When all of the creatures have been destroyed, charge up the Dynamo Activator next to the conveyor belt to send the crate to its end [7]. You can now use the crate to jump off of, and get Ratchet up to, the set of stacked crates along side it [8].

Before using the Activator once more to get into the hollow pipe hanging from the ceiling, position Ratchet between the two sets of stacked crates and use them as a Jump Slot to get up to the top. From this vantage point, you should be able to locate a Platinum Bolt on another set of stacked crates across the way. To get over there, jump between the stacked crates to the right, then Stretch Jump across the gap — Ratchet should have just enough juice to make it to the other side. The Platinum Bolt is yours for the taking!

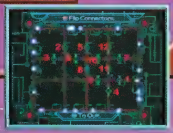
Break out the Dynamo and activate the pipe [9]. When it starts moving, Stretch Jump into it, ride it as it moves to the right, then Stretch Jump out of its opposite end and onto the next set of crates [10]. Step on the small platform next to the Dynamo Activator here and charge it up — a crane will lower and pick up the platform, delivering Ratchet & Clank to the level above [11].

If the area below looks too quiet, that's because it is. The moment Ratchet sets foot on the floor, multiple waves of Grulches and Snappers will bust out of the crates in front and to the right of him [12] Use the Minirocket Tube on individual enemies, and the Plasma Coil (or Bouncer) when several pop out at a time.

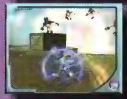
The conveyor belt down here has a Dynamo Activator on each end. The one on the right will activate a crane and the one on the left will activate the conveyor belt. Start with the left one to send the platform over to the right. Jump on the platform to ride it over there, then charge up the Activator to send the crane down and to pick up the platform [13]. Up top is an Electrolyzer Target.

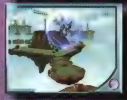
ELECTROLYZER PUZZLE

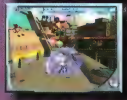
This Electrolyzer puzzle may look challenging with its 12 Connectors that must be flipped but, it's actually pretty easy, as the electric currents move at a fairly slow pace. See the accompanying screen shot for the correct order.



As Ratchet & Clank step off the elevator and outside the warehouse, they receive a Galactic Greeting Balloon-a-gram. This special telegram is from Angela, who has found her special Megacorp ID badge. She wants the two to meet her on her home planet, Grelbin, ASAP, as it is in the process of being overrun by Protopets and she looks as if she is in trouble.







Mission 2: Search the Distribution Facility

Before taking off for Grelbin, there's still much exploring to do. Hop on the grind rail up here, which leads to another section of the Distribution Facility [1]. Be ready for an attacking Megacorp Robot Guard as soon as the two touch down, as he will come out firing. Remember to strafe while shooting your projectile weapon (we recommend to keep using the Minirocket Tube, as it is worth the time upgrading) [2]. In addition to the first Robot Guard, there is a second, and a pack of Grulches on this platform. Continue up and over the stacked crates, then use the unstable hovering platforms to get across to the next. Make sure you don't stay on any given one more than a second, as they will wobble then disappear [3].

Be ready for a violent assault of Snappers when Ratchet & Clank reach the other side. If you don't have a Shield and some Synthenoids equipped, do so before you get there. When they have all been wiped out, jump across the set of unstable platforms to the left of the first set to get to the next area [4]. Up here, you'll find an Infiltrator Lock and some more Snappers and Grulches behind a force field.

TIP

Ratchet can target these beasts through the force field, allowing you to take them out without having to deal with their attacks.

INFILTRATOR PUZZLE

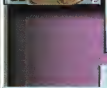
This Infiltrator Lock is a tough one to crack. Follow these steps to unlock it: 1: 9:00 2: 8:00 3: 4:00 4: 3:00 5: 6:00 6: 3:00 7: 8:00 8: 4:00 9: 3:00 10: 2:00.

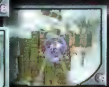
Make your way around the crates in this area, taking out the Snappers and Grulches, then head down the next set of unstable platforms [5]. This next area is patrolled by two Robot Guards. When they have been eliminated, head up the opposite set of platforms, take out the Snappers, then hop up and over the stacked crates. There is another set of Grulches here behind the force field [6].

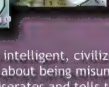
On the other side of the small building, Ratchet & Clank will find a part to the Hypnomatic — a gadget they will no doubt need in short order. Once the surrounding area has been cleared of enemies and Bolts, take the elevator platform back to the landing pad [7].

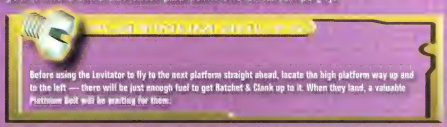
Mission 3: Explore the Docked Ships

There is one last area of the Distribution Center that needs exploring — the docked ships. Take the ramp at the back of the Ship and equip the Swingshot — before you step onto the unstable platforms — then use it to get over to the next area [1]. Take the next set of unstable platforms down to the platform below, then ride the elevator even further down and into the lower portion of the Facility [2]. Back outside, you will find a Levitator pad and a Megacorp Vendor. Restock, if need be, then locate the platform to the right and launch off the Levitator pad toward it [3]. From the next Levitator pad, fly straight ahead to the next platform you'll find a third Levitator pad down one of its ramps [4].









Before using the Levitator to fly to the next platform straight ahead, locate the high platform way up and to the left — there will be just enough fuel to get Ratchet & Clank up to it. When they land, a valuable Platinum Bolt will be waiting for them.

Glide back down to the platform, then use the Levitator to fly to the next [5]. Have a Shield equipped and be ready for battle as soon as Ratchet & Clank land, as there are both a Snapper and a Robot Guard waiting for them. Inside the small structure, another Levitator pad will allow the two to launch off of it, fly through the opening in the force field and over to the Snapper-occupied platform beyond. Don't say we didn't warn you [6]. Wait for any flying ships or obstructions to pass, then use the next Levitator pad to fly over to the platform directly in front of it [7]. The Levitator pad inside the structure here will launch them up through the roof. As soon as it's been cleared, start flying forward, toward the next platform [8].

Once you've cleared the area of all of the Snappers, use the Levitator to fly up to the top of the huge pile of stacked crates. If you choose to go for the Bolt-filled Crates on the different levels, you'll have to return to the pad a few times [9]. Once you're ready fly up to the top, drop down on the other side, where yet another Levitator pad awaits. Launch off this one to fly into the hangar above, where the two will find a very interesting individual [10].

This intelligent, civilized Snapper rants on about being misunderstood. Clank commiserates and tells this tormented monster that he, too, is of a series designed to destroy. Since the two have something in common, the cultured creature offers to sell them a transmission for 40,000 Bolts.

Hopefully, you should have enough cash to purchase the Bolts. If not, leave the hangar via the Translocator and return as soon as you do. When you are ready to make the purchase, approach the creature and press the △ button [11].

Now that all Missions have been accomplished and coordinates for both Grelbin and Damosel have been downloaded, head back to the Ship and prepare to take off. Skip the icy tundra of Grelbin for the moment and head for Allgon City on Damosel — something has to be done about the Protopet infestation there and quick!

Planet Damosel

Allgon City

Having seen the damage being done to Allgon City by the crazed Protopets, Ratchet & Clank decide to travel to the planet in need and lend a hand. As long as they're here, perhaps they can find a few useful items, as well.

Level Data

MISSIONS:
1: Save the Overrun Planet
2: Ride the Train Rails
3: Explore the Moon
4: Bring Hypnomatic Parts to Hypnotist

WEAPONS:
None

ITEMS:
Mapper

GADGETS:
Hypnomatic: Part 2 of 3 (return with all parts to assemble)

PLATINUM BOLTS: 2
1: Use Therminator to freeze fountain in Bank and grind it down to acquire the Platinum Bolt.
2: Return with Hypnomatic and use on Hypnobot on top of Megacorp Pyramid.

NEW ENEMIES
1: Protopet
2: Extermibot
3: Mothership

Mission 1: Save the Overrun Planet

Viewing the news report from Daria Gratch, it looks like Allgon City may just live up to its name. Ratchet & Clank are going to need to find a way to help out the populace of this planet before they are completely overrun by the multiplying Protopets. Head into the large dome, where there are three paths that can be taken. The left will lead to Damosel's moon, the right to its train rails, and straight ahead to Allgon's downtown neighborhood. Stock up on what you can afford, then take the path dead ahead [1].

It looks like Main Street is a mess, as the Protopets are running wild and the poor citizens of Allgon are in complete chaos. The Sheepinator is the only way to go against the tiny Protopets, as it quickly converts these little vicious monsters into timid lambs. Equip a Shield, hold down the strafe button and keep the Sheepinator firing constantly as you slowly work your way down the street [2].

MONSTERPEDIA

PROTOPETS

As you know by now, the Protopet was Megacorp's attempt at creating the perfect pet, but things somehow went terribly wrong. Unfortunately, these little fluffy creatures tend to go crazy and eat their owners. Look out for their ability to multiply, as they can get quite out of hand if left to their own devices. Break out the Sheepinator on these deceivingly cute fluff balls of teeth and aggression, turning them into the docile lambs that they should be.

When Ratchet & Clank get a-ways down, a ship will swoop in and drop off a group of Extermibots. Since it seems that they don't have the ability to discern between Ratchet & Clank and the Protopets, switch between the Sheepinator and the Minirocket Tube to eliminate them as they attack [3].

MONSTERPEDIA

EXTERNIBOT

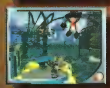
The Extermibots were sent in to destroy everything which is small and fuzzy. Unfortunately, this includes Ratchet. Try to dodge their shock attacks by strafing left and right, and use a long-range weapon, such as the Mini/Megarocket Tube, to take them out.

Continue to slowly make your way down the street, getting rid of the Extermibots and transforming the Protopets into sheep – they seem to be originating from the air duct at the end of the street. When they stop coming, use the ladder on top of the platform to get up to the next section of town [4].

TIP

Instead of destroying the air duct and stemming the flow of Protopets, let them keep coming out while you continually convert them into sheep with the Sheepinator. This is a good way to earn Bolts and upgrades for your Nanotech and weapon.

Up top, another wave of Extermibots will attack. Once they have been dealt with, use the Swing shot to get across the gap and to the other side, where another massive wave of Protopets and a few Extermibots attack. Resume the pattern of using the Sheepinator on the 'pets and the Mini/Megarocket Tube on the 'bots [5].



Things don't let up in this next garden area, so be prepared to continue the battle. Make sure you replenish Ratchet's Shield if and when it goes out. When the dust and wool settles, use the Hoverbomb on the two grenade-tossing Extermibots on the other side of the doorway, then Stretch Jump across the gap and continue Sheepinating! [6]

When the street has been completely cleared of enemies, Double Jump over the downed ship and into the small storefront. On the other side is a taxi that will usher Ratchet & Clank to the Downtown Bank [7]. When they arrive, visit the Megacorp Vendor and restock up on any Ammo you might need, then use the Jump Slot to get up and inside the Bank [8].

Up here, things are just as crazy as they were on the streets. The Protopets are running haywire, attacking the Bank's customers – that can't be good for business. In addition, the Extermibots are shooting without prejudice. Clear the area, below and above, then get ready to move on [9].

PLATINUM BOLT

Before leaving the Bank, there is a Platinum Bolt sitting on a platform, frustratingly too far out of reach, down in the waters on the other side of the fountain. Dretch Jumping and Gliding won't be enough to get Ratchet over there, but you can use the Thermiinator to help out. Freeze the water in the fountain and it will create an ice bridge across to the platform. Now, all you have to do is jump and grind it to get to the Platinum Bolt on the other side. Brilliant! The waiting taxi will deliver the two back to the Bank.

Leave the Bank through the exit on the second floor, then drop down into the next area. This famous Megacorp Pyramid should be remembered, as Ratchet will need to return to it in order to get the final Platinum Bolt on Damosel [10]. The strange little robots circulating about down here are Receiver Bots. While they will attack Ratchet, destroying them won't yield any Bolts [11].

Another wave of Extermibots are dropped off in this next area and will wait for the two to approach. Stay back and use the Mini/Agarattack Tube from the first-person perspective to take them out. You can also use the Vaporizer if you run out of Ammo [12].

Continue to eliminate all of the Protopets and Extermibots you come across. There will be a bunch more inside the next store – some will even jump out from the store shelves [13]. Take the elevator up at the end of the path and keep the fight alive – even more Protopets and Extermibots will greet the two up top. By now, your Sheepinator should be upgraded into the Black Sheepinator, which turns the sheep into explosive devices. These will definitely help in taking out the Extermibots [14]. When the area is completely cleared, break out the Thermiinator once more and freeze the small pond – doing so will give Ratchet the leverage he needs to get up to the ledge above it [15].

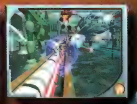
In the small garden section beyond the tunnel, Ratchet & Clank encounter a Hypnotist and his dummy – we'll let you figure out who is who. The two tell Ratchet & Clank that they will build them a Hypnomatic if they bring them the parts.

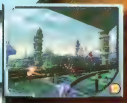
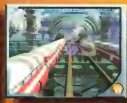
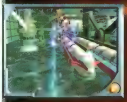
Since you only have one of three parts of the Hypnomatic at the moment, you will have to return here when you get the other two. Take the taxi back to the Ship to continue on to the next Mission.

Mission 2: Ride the Train Rails

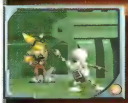
Back at the junction in front of the landing pad, you still have two choices of where to go. Take the right opening, which has a grind rail attached to it [1].

As soon as he touches down on the rail, Ratchet starts his wild ride. Dead ahead is a large gap – too large to jump – but an arriving train on the left side will provide a bridge between the rails. Jump over to it, then jump back to the right before it takes off [2]. Quickly jump to the right again to avoid running into the pillar, then jump back to the left three times to avoid the next three [3]. Once you pass the last pillar, jump back to the right rail, swipe the Protopets with the Wrench, then jump and repeat. Next, jump over to the main rail, then hop over the series of glowing-hot connector



rings while taking out the Protopets along the track [4]. Jump the next small gap, then execute short jumps over the set of four rings. After jumping the next two gaps, jump over to the left and onto the next set of rails [5]. As soon as you do so, the camera will switch perspectives and show what's coming behind Ratchet – and it's not a sight for the feint of heart. There are a series of trains barrelling down on him and you are going to have to jump from one rail to the next to avoid getting mowed down. Start by jumping to the right twice, then quickly back to the left. As soon as you land, jump back to the right twice and Ratchet will be temporarily out of danger [6]. Continue to ride the rail around as it curves to the left, taking out the Protopets and jumping the connector rings. At the bottom, the rail ends.



Don't panic, there's a train that just pulled up directly in front of the rail [7]. Jump to it, then jump over to the right and back to the left, where a new train has just arrived. Finally, jump off this rail and onto the platform [8].

On the platform, the two find the second of three parts to the Hypnomatic. After breaking out an all too familiar victory dance, they are ready to move on. The Translocator here will take them back to their Ship [9].

Mission 3: Explore the Moon

Mini-Boss Battle

The last path leads to a glowing platform, which will transform Clank into Giant Clank [1]. After a brief space flight, the two land on the moon over Damosel, where they are confronted by a huge Mothership and her horde of attacking alien robots [2].

As before, when Giant Clank fought the Thug Leader on the moon over Dobbo, he will have to take out the main boss while constantly dealing with her minions. Try to continually give yourself some breathing room by attacking the robots she produces and collecting the Nanotech they drop. These robots pack a mean punch, and will send Giant Clank hurling backwards if they connect [3].

Mothership

When you get the Mothership in your sights, launch a Bomb Strike (△) to temporarily stun her, then get in close and execute a series of punches [4].

At first, the Mothership will do her best to avoid Clank, dropping down long enough to produce another set of robots. Continue to track her down, attacking her whenever you get the opportunity [5].

TIP

In addition to the Nanotech dropped by fallen robots, don't forget you can find more from the rubble of smashed buildings.

As soon as you are able to whittle down over half of her health, she will retreat into the area surrounded by a highway, and will emit a lethal force field that can trap Ratchet inside it, if you're not careful [6].

As soon as this happens, stay out of the center of this area, and take a few moments to collect any Nanotech, Missiles and Bombs you can find/hold. She will stay in here indefinitely, although she will continue to produce more robots that will seek him out [7].

When you are stocked up, jump up onto the highway and then start firing your Missiles while strafing back and forth. The Mothership will fire green plasma bolts at Clank that can do serious damage and knock him off the ledge, so do your best to avoid them [8].

TIP

If you run out of Ammo or are in need of Nanotech, drop back down and either blast away at the remaining buildings, or destroy some robots to replenish Giant Clank's stores.

Continue this process of "pelt away at the Mothership", then restocking Giant Clank's Missiles until she goes down for the count. When she explodes, Ratchet & Giant Clank find a prize – the Mapper [9].

HELP DESK ITEM

MAPPER

This illegal expansion to your Map technology allows you to see hidden areas not generally open to the public. Always in use, just refer to the Map (by pressing R3 or SELECT) and look for any secret areas displayed in a green color.

Now that all the Missions that can be accomplished have been, return to the Ship and take off for planet Grelbin – Angela needs help!

Turn to Planet Grelbin, Tundar Wastes. Page 151 to continue

Returning from Tundar Wastes, Planet Grelbin. Page 159

Mission 4: Bring Hypnomatic Parts to Hypnotist

Now that Ratchet & Clank have all three Hypnomatic parts, they can return to the Hypnotist and have it assembled. The waiting taxi inside will wisk the two away to the Park Dome, where the Hypnotist is hanging out. When they arrive, approach him and press the △ button to trade the parts (and 10,000 Bolts) to seal the deal [1]

HELP DESK GADGET

HYPNOMATIC

Entertain your friends, impress the ladies, and just plain have a good old time with Megacorp's Hypnomatic. This mind-bending gadget allows its user to take control of Receiver Bots for a short period of time. Doing so can help get you places you might otherwise not be allowed. To use the Hypnomatic, target a Receiver Bot (the ones with satellite dishes on their heads) and press the ○ button to take control.

Ratchet & Clank get the chance to check out their new gadget right away, as the taxi that delivered them here has taken off. On the other side of the gate in front of them is a Receiver Bot. If you approach it, a crosshair will appear over it [2]. With the Hypnomatic equipped, just press the ○ button to take control of it [3].

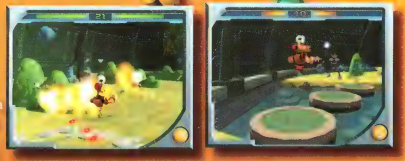
HELP DESK: INFO

CONTROLLING RECEIVER BOTS

When Ratchet uses the Hypnomatic on a Receiver Bot, he will be able to control it for 30 seconds before it explodes. Here is the list of controls:

- □ button: Fire Machine Gun
- ○ button: Use Hypnomatic
- △ button: Self Destruct
- Left analog stick: Steer Receiver Bot
- L2 or R2 button (hold) + left analog stick: Strafe
- ✕ button: Jump

As soon as you are in control of the Receiver Bot, head out into the next area and start shooting the Protopets. Since you only have 30 seconds before the Bot explodes, don't waste a lot of time trying to kill them all, you just want to clear a path so it can continue on [4]. Jump across the platforms in the water and take out the Extermibots on the other side. Quickly hop up the small steps and move the Receiver Bot onto the floor switch before it detonates – this will call the taxi and allow Ratchet & Clank to return to the Ship [5].



PLATINUM BOLT

Before returning to the Ship, there is still one more Platinum Bolt that can be acquired. Head through the opening opposite the one with the Receiver Bot, and head down and around the path until you come back to the Megacorp Pyramid. If you equip the Hypnomatic and aim it in the first-person mode, you will be able to target one of the Receiver Bots milling about on its rooftop. As soon as you do so, drop down to the ground and position him next to its front wall, smack dab in the center. If you detonate it by pressing the △ button, it will explode and take out the portion of the wall with it. Inside, you'll find what you're looking for.

When you're ready, return to the Ship and set the coordinates for Grelbin. Now that the Hypnomatic has been assembled, Ratchet & Clank need to find Angela.

Turn to Tundor Wastes, Planet Grelbin, Page 155

Planet Grelbin

Tundor Wastes

From the looks of Angela's transmission, she might be in trouble. Asking Ratchet & Clank to meet up on her icy home planet, the two arrive on planet Grelbin. Once they can find her and regroup, all three of them will be able to infiltrate Megacorp's Headquarters.

Level Data

Missions:
1: Traverse the Ice Field
2: Bring 9 Moonstones to Mystic
3: Explore the Caves
4: Trade Moonstones for Hypnomatic
5: Find Angela

Weapons:
None

Items:
None

Gadgets:
Hypnomatic — Part three of three

Armor:
Carbonox Armor: Cost: 1,000,000 Bolts

Platinum Bolts: 3
1: In the left center of the icy plains.
2: Inside the Factory on the other end of water-filled tunnel.
3: In a gated room in the Mine Shaft

— need Hypnomatic to retrieve it.

New Enemies:
1: Y.E.T.I
2: Arctic Leviathan

Mission 1: Traverse the Ice Field

Ratchet & Clank need to find Angela, but they also should scour the icy plains of this planet to see what else is out there. Even though you most likely still can't afford the Zodiac, you should still hit the Megacorp Vendor to restock on Ammo. From the landing pad, there are two paths available — one that leads into the structure to the right, and another down onto the icy tundra. Start by taking the ramp down to the snow-covered ground below [1].

Off in the distance to the left, there are a series of flowering ice crystals around a small fishing hole. Just beyond is a cave entrance blocked by a huge boulder with a lone figure standing in front of it. Wait a minute — isn't that the Guru from Tabora!? Approach him and see what he has to say [2].

Ratchet tries to move the boulder in front of the cave, but it won't budge. The Guru tells him violence is not the answer – apparently Moonstones are. In order for the boulder to be removed, the forces of the universe must be aligned, and only the "holistic resonance" of Moonstones can do it.

Mission 2: Bring 9 Moonstones to Mystic

It seems as though this "Mystic" needs his palms greased in order to lend a helping hand. Before it was Crystals, now it's Moonstones – specifically, nine of them. Head out into the surrounding area to find your first one [1].

HELPDESK: ITEM

MOONSTONE

These rare, but generally worthless, Stones are found only in the arctic wasteland of planet Grelbin. Acquired from the icy stalks of rock jutting out from the snow-covered ground, these sparkling stones can bring great wealth when sold to the right person. Unfortunately, Moonstones also attract Y.E.T.I.s.

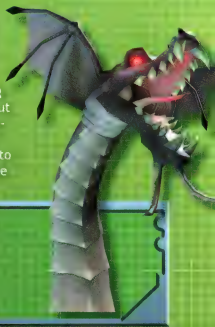
Make sure Ratchet is protected by a Shield and has a set of Kilonoids for backup, as you'll quickly come to find that Moonstones are breeding ground for packs of huge Y.E.T.I.s, which pop out of the ground and ferociously attack. Use a strong weapon, such as the Heavy Bouncer or Mini/Megarocket Tube, and fight them off [2].

HELPDESK: MONSTERPEDIA

Y.E.T.I.

The Y.E.T.I. is a genetically engineered wonder monster created to hunt down and destroy the Arctic Leviathans that roam the planes. At least, that was the original idea. Since their creation, they have gone out of control and now live in the arctic landscape. Usually found around Moonstones, these huge beasts attack in packs, and take heavy firepower to destroy.

As with the desert plains of Tabora, Ratchet & Clank are going to have to methodically work through this smaller section of the icy plains, starting with the perimeter, then moving into the center. Be prepared for hordes of attacking Y.E.T.I.s and, also huge Leviathans that burst out of the icy patches of ground. When you encounter one of these terrible creatures, make sure you have the strafe button held down in order to avoid its icy blasts, while cutting it down to size with a strong long-range weapon [3].



HELPDESK: MONSTERPEDIA

ARTIC LEVIATHAN

There is little that is known about the Arctic Leviathan. It lives in the arctic wastes and rarely shows its face. When it does, though, its devastating ice breath can freeze an enemy in its tracks. Be on the lookout for icy patches in the ground — dead giveaways that there is a Leviathan in the waters underneath — and always be prepared to combat one with a long-range weapon and protective shielding.

TIP

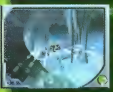
Make sure to collect the Moonstones left behind by the Leviathans, and also stay out of the ice-cold holes of water left in their wake, as falling in one will instantly turn the Lombax into a popsicle.

It will most likely take all of your concentrated effort and firepower, but you can completely clear out the smaller section of the icy plains and collect a total of 14 Moonstones. When you have at least nine of them, return to the Guru, who has moved to the fishing hole, and give him the Moonstones [4].

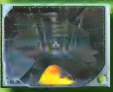
Ratchet & Clank give the Guru his nine Moonstones and he then moves the boulder from the cave opening. He also has the final piece of the Hypnomatic, but he wants even more Moonstones to trade for it. The two will have to go back out and scour the dangerous icy plains for even more.

Mission 3: Explore the Caves

Since there is no way to get up to the higher plains at the moment, head inside the just unblocked cave entrance and take the elevator down into the mine shaft. There is a launch pad at the bottom [1]. Jump off of it and Ratchet will pull out the Glider.

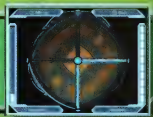


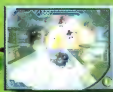
You're going to need to fly Ratchet through these frozen, claustrophobic tunnels, while avoiding their icy walls and dropping icicles from the ceiling. Try and stay close to the ceiling so Ratchet will pass over the ones that have already fallen, and look ahead for those that are about to [2]. When you get to the hole in the floor, dive down into it, and avoid the lava flow along the bottom of the tunnel while taking its tight curves. Ratchet will automatically drop to the ground when he reaches the end. If you need any Ammo, stock up at the Vendor here, then head over to the Infiltrator Lock to activate it [3].



INFILTRATOR PUZZLE

This one's not too hard. There's only ten steps to cracking the lock. Here they are:
1: 9:00 2: 8:00 3: 4:00 4: 3:00 5: 6:00 6: 8:00 7: 4:00 8: 12:00 9: 4:00 10: 12:00.





Don't be fooled by their small appearance, these Receiver Bots in the next room are programmed to kill on sight. You can use the barriers down below for partial cover, but don't try and use any weapons that leave Ratchet open for attack, such as the Spiderbot Glove or Hoverbomb, as these robots will seek and destroy. Continue to take them out with a medium to long-range weapon until they stop warping into the room [4].

HELP DESK: MONSTERPEDIA

RECEIVER BOT v3.0

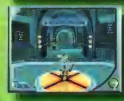
This is the deluxe version of the Receiver Bot. It is designed to keep all other Receiver Bots in line. These 'bots carry dual machine guns and can control other robots by using Nanobots built in Hypnomatics. While they go down fairly quickly when hit with a strong weapon, their advanced circuitry allows them to target perceived enemies in the blink of an eye.

Ratchet & Clank will encounter a second round of Receiver Bots in the next room at the end of the corridor. Stay alert and continue to mow 'em down while seeking cover. Make a point to remember this room, as you will have to return here to get a Platinum Bolt a little later [5].

TIP

If you are still trying to upgrade the Spiderbot Glove (or just want to even the odds), you can take cover, then maneuver a few Spiderbots through the grating in the door to the left, and take out a few of the Receiver Bots on the other side.

When you have cleared out the next room, step on the floor switch in the center to open the next doorway [6]. Inside is an elevator that will return Ratchet & Clank back to the surface, where an Armor Vendor has set up shop. Take a look at what you can't afford, then access the Infiltrator lock to continue on [7].



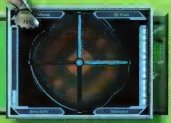
HELP DESK : ARMOR

CARBONOX ARMOR

The ultimate in protective outerware, Megacorp's Carbonox Armor uses a combination of new metal alloys and Nano-technology to repulse up to 90 percent of all damage done to it. With it's whopping 1,000,000 Bolt price tag, only the most elite commandos get the opportunity to wear it.

INFILTRATOR PUZZLE

This Infiltrator lock can be a bit-brain numbing. But, with persistence, it can be cracked. Doing so will activate a series of ramps that will allow Ratchet & Clank access to the higher plains outside. Here is the correct order: 1: 12:00 2: 2:00 3: 3:00 4: 2:00 5: 3:00 6: 12:00 7: 4:00 8: 3:00 9: 4:00 10: 4:00 11: 12:00 12: 10:00.



Mission 4: Trade Moonstones for Hypnomatic

Back outside, restock your Ammo at the Vendor, then head out for the large, icy plains and for one of the ramps. A whole new set of Y.E.T.I.s will attack Ratchet along the lower portion — save your Ammo and use the Charge Boots to quickly scoot by them [1].

Up top, things get hairy real quick. Hordes of Y.E.T.I.s attack from every direction and they are unrelenting. ALWAYS have your Shield Charger on, as well as a set of Kilonoids, and unleash everything in Ratchet's arsenal [2]. The goal is to get 16 Moonstones to trade for the Hypnomatic. As soon as you have them, get out of there and head back to the Guru [3].

Ratchet & Clank return to the Guru and give him his 16 Moonstones in trade for the Hypnomatic. After some new age gobbledygook, the Guru gives them the third piece of the Hypnomatic. He also tells them to come back with more Moonstones and riches shall be their reward.

It's up to you if you are too insane (and greedy) enough to go back out to the plains and collect more Moonstones for Bolts. There are 76 more Moonstones out there, making for a possible total of 101. If you do decide to go for it, here are a few tips that will help:

1: Don't even try to eliminate every Y.E.T.I., it's a near impossibility, especially with the current weapons in Ratchet's arsenal. Instead, use the Charge Boots to zip from one area to another, grabbing the Moonstones and moving on, while always having a Shield and set of Kilonoids equipped.

2: When you do fight, rely on the Heavy Bouncer — it's definitely the go-to weapon. Make sure you do destroy each and every Leviathan, as they will yield Bolts (and don't forget to grab the Moonstones they leave behind).

3: If you find yourself out of Shields and Ammo, don't bother making the long trek back. Instead, jet ahead and let Ratchet get eliminated, as he will start right back at the Vendor by the Ship.

PLATINUM BOLT #5

While you're out here, you might as well collect the Platinum Bolt. It's not that easy to find, as it blends-in with the snowy background. But, if you refer to the Map, you can pinpoint its location by finding the two parallel lines in the right center.

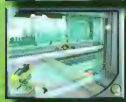
Return to the Guru when you have finished hunting for Moonstones and sell them for Bolts. If you haven't already purchased it, we recommend you take that cash and get the Electro-steel Armor from the Vendor inside [4].

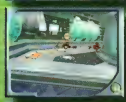
Now that Ratchet has all three pieces of the Hypnomatic, he needs to return to Aligon City and visit the Hypnotist to have it assembled. Without the Hypnomatic, the two will not be able to complete their last Mission – rescuing Angela. Head back to the Ship and set the coordinates for Damosel.

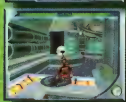
Turn to Planet Damosel, Aligon City, Page 149

Returning from Planet Damosel, Aligon City, Page 150

Mission 5: Find Angela





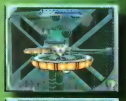


Armed with the completely assembled Hypnomatic, Ratchet & Clank are now equipped to find Angela. Head into the opening to the right (left of the Ship) and enter the Factory [1]. Inside the first chamber, Ratchet is going to need to use the Hypnomatic on the Receiver Bot across the way. Unfortunately, there is a force field blocking its progress [2]. Fortunately, there is another Receiver Bot on the other side. Press the (Circle) button to use the 'Bot's built-in Hypnomatic to take control of the second one and continue on [3].

Once you are under control of the second one, the other robots will attack. Use the strafe button and quickly eliminate them until they stop warping in. You only have 30 seconds, so try and be as quick as possible [4]. Around the corner is another Receiver Bot. Use the Hypnomatic to take control of it before the one you are currently controlling explodes [5]. As soon as you do so, quickly eliminate any robots blocking your path and hit the floor switch around the corner – this will activate a series of platforms back out in the main chamber where Ratchet is waiting [6].

Hop up the platforms and take out the robots on the ledge up top. There is another Receiver Bot beyond the force field blocking Ratchet's path [7]. Take control of it, jump onto the small elevator platform, take out the robots down here, then quickly take control of next Receiver Bot behind the next force field [8]. Mow down the robots along the corridor as quickly as possible, then take control of the next Receiver Bot. Activating the floor switch at the end of this corridor will raise the water level inside the Factory and also give Ratchet access inside [9].

Hop into the water and take a swim. There is an obstacle-filled tunnel below that will lead Ratchet through to the next area. Do your best to avoid the moving lasers [10].

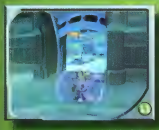


TIP

If you stay in the middle of the tunnel and up at the roof, you can easily avoid touching the lasers and getting hurt.

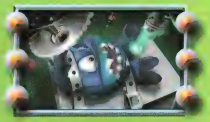
PLATINUM BOLT

Instead of jumping out of the water when you come to the end of the tunnel, dive down deeper and find the next. This one leads up and around to a small chamber, which happens to hold a Platinum Bolt! Grab it, then head back down and out at the other end.



Outside the water, Ratchet & Clank will be able to exit the Factory – this puts them on the other side of the Ship. The area outside to the right is the entrance to Angela's house [11]. Clear the area of the Protopets and approach the door [12].

Now that it's safe, Angela comes out of her house. Showing them an advertisement that explains where Protopets come from and how they are made, they devise a plan to infiltrate the Megacorp Factory and destroy the original Protopet from which all others are cloned. They agree to meet at the Protopet Factory on Yeedil.



Now that all the Missions on Grelbin are complete, you can choose to head for Yeedil and take out the original Protopet, search the icy plains for more Moonstones, or even take out the Mining Vehicle parked here and mine for Raritanium. At the very least, you should go back into the caves and grab Grelbin's final Platinum Bolt [13].

PLATINUM BOLT

Drop down to the plains and head back up to the landing pad. The entrance with the Armor Vendor along the back wall will lead back into the mine shaft. Inside the second room along the left wall, you can use the Hypnomatic on the Receiver Bot behind the gate. As soon as you are under control, take out the Y.E.T.I.s and activate the floor switch in the next room, which opens the gate. Ratchet will find the Platinum Bolt inside. Just climb up the ladder to grab it.

TIP

You are about to head into the final Mission, and it's going to be tough. We heartily recommend that you return to either Endako, Tabora or Boldan and cash in your remaining Platinum Bolts for any weapon Mods you can afford.

As soon as you are ready, leave the icy cold atmosphere of Grelbin for the Protopet Factory on planet Yeedil.

Planet Yeedil

Protopet Factory

With Angela's ID hunge in hand, the trio has set their plan in motion. Their Mission: Infiltrate the Protopet Factory and destroy the original Protopet. Be assured, this is not going to be any easy one, as the Factory will be heavily guarded by Megacorp's best and most brutal troops.

Level Data

MISSIONS:

1: Break into Megacorp Headquarters

2: Defeat the Mutated Protopet

WEAPONS:

None

ITEMS:

None

GADGETS:

None

PLATINUM BOLTS: 2

1: On top of the bridge at the start of the level — grind suspension cable to get up to it.

2: Use Tractor Beam on large column before final battle, then ride grind rail beyond.

NEW ENEMIES

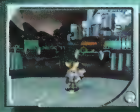
1: Mutant Protopet

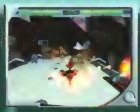
Mission 1: Break Into Megacorp Headquarters

This is it — the Megacorp Factory where the Protopet's are manufactured. Gather your wits and head out. There is a Megacorp Vendor on the other side of the bridge where you can (and should) stock up on all your Ammo [1].

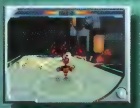
Platinum Bolt

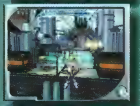
Before moving on, there is a well-hidden Platinum Bolt way up along the suspension line on top of the bridge you just crossed. From the end with the Vendor, jump on the suspension line and then grind it up to the top to grab the prize.



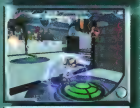


Moving on, use the Hypnomatic to take control of the Receiver Bot across the way on the next platform – as soon as you do so, locate the one to the left and take control of it [2]. Activate the floor switch to deactivate the force-field and take out the attacking horde of Protopets. At the end of the walkway, use the Receiver Bot's Hypnomatic to take control of the next [3]. Continue this process, taking out the enemies in each area, then transferring from one Receiver Bot to the next, to make it through the laser maze and over to the final floor switch [4]. Be ready for a squad of Troopers at the end [5]. Hitting the switch will activate a series of Versa-Targets near Ratchet, which will allow him to swing over to the other side [6].



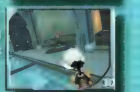


Make your way through the laser-maze, watching out for the Hover Tanks that come out from their hangars, and then jump over this small wall to continue on. There are two more Hover Tanks waiting for Ratchet & Clank up top, so be prepared [7].



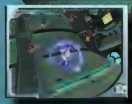
If you thought that was difficult, just wait until you jump over the platforms to the other side. Make sure you have a Shield and a set of Kilonoids equipped because, as soon as you set foot on the platform, a wave of Troopers and Hover Tanks appear from all openings. Keep the strafe button held down and let loose with Megarockets and the Plasma Coil/Storm until they have all been destroyed [8].

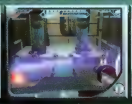
Take the entrance to the left to move on. Around the corner, break out the Hypnomatic and take control of the Receiver Bot across the gap. As soon as you do so, it will be attacked by waves of Troopers and Protopet's. DON'T shoot any of the Receiver Bots along the walls and concentrate on taking out the Troopers and 'Pets [9]. When the Receiver Bot's time runs down to about five seconds, quickly aim it at one of the others along the wall and transfer control. Resume firing at the enemies and switching Receiver Bots until they have all been eliminated, and the center doorway has opened revealing a floor switch [10]. Hitting it will open a door back around the corner from Ratchet, and he can take the Translocator inside deeper into the Factory [11].

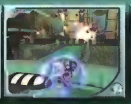


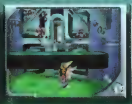
Continue down the hallway and take out the two sets of Troopers that pop out at its end. Around the corner in the next room, a huge battle is about to take place. At the very end of this large room, a seemingly unending wave of Troopers will hide behind barriers and attack Ratchet & Clank. In addition, a few will warp in and take them on from the domed section of the middle platform. The best strategy here is to use the Gravity Boots to get to the top of the domed section, then stay back enough to be protected from their fire and use the Vaporizer to take out the first wave [12]. When you have exhausted your Vaporizer Ammo, switch to the Plasma Coil/Storm and the Seeker/HK22, which will still target them from afar [13]. Continue to do so until you run out of long-range Ammo. Only then should you drop down and finish them off, with a medium-range weapon [14].

Continue down the hall beyond and use the Dynamo to activate the large propeller blades, which will deliver Ratchet & Clank to the next platform and into the waiting firearms of a set of hovering Troopers [15]. Have some Kilonoids and a Shield equipped (if you are not out) and start firing away. When the carnage is over, continue across the remaining propellers using the Dynamo and quickly head for the cover of the barrier beyond. This next room is seriously nasty. There is a seemingly unending flow of Troopers being warped in and it's going to take everything Ratchet's got to wipe them all out. Stay behind the barriers and use whatever you've got. When it's safe, head for the Infiltrator lock against the back wall [16].

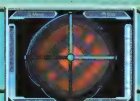








INFILTRATOR PUZZLE

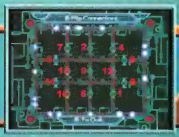


This one is actually really easy. Just follow these steps: 1: 12:00 2: 6:00 3: 8:00 4: 6:00 5: 8:00 6: 12:00 7: 12:00 8: 8:00 9: 9:00 10: 9:00 11: 8:00.

Use the lowering platforms to jump from one another to get up to the opening above. Be patient and wait for each one in front of the one you are on to lower enough for the two to stretch in Double Jump across [17].

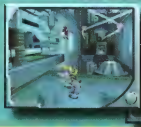
If you weren't already almost out of Ammo and Nanotech, these two Tough Hover Tanks might just finish the job. Use the Swing shot to grapple over to the conveyor belt and use whatever you have left against them. Be sure to continually strafe to avoid their fire, and use the small barrier for protection [18]. Survive this, and you will find some Ultra Nanotech and a Weapon Vendor on the other side [19].

ELECTROLYZER PUZZLE



This puzzle is tough, as there are 13 Connectors that must be flipped. Refer to the accompanying screen shot for the correct order.

Using the Electrolyzer on the Target here will activate the platform to the right of it. Hop on and ride it to the other side [20]. The room beyond is brutal. There will be wave after wave of Troopers warping in at the back of the room, and you will have to continually strafe, while unloading everything you've got, to take them all out, AND the Hover Tank beyond [21].



PLATINUM BOLT

Before moving on, locate the large pillar on the right side of the room that has a Tractor Target on its side. Use the Tractor Beam to move it aside, then hop up the stairs that are revealed behind it. There is a grind rail up here and all you have to do is Grind it, jumping over the glowing connection rings to grab the Platinum Bolt on the other end.

Use the Swing shot on the blue Versa-Target to lower the bridge, then prepare for one last final Trooper assault [22].

As the trio prepare to enter the Protopet Duplication Room, Clank's admirer shows up and warns them about Qwark and his diabolical plan. Just then, Fizzwidget shows up and blasts her to pieces and, before anyone can react, he reveals that he is not really Abercrombie Fizzwidget, but Captain Qwark! It turns out Qwark has assumed the identity of Fizzwidget so he could create this disaster and then use it to his own advantage, becoming the hero of Bogon by saving everyone from the Protopet he secretly unleashed. His plans include framing Ratchet, Clank and Angela. As he sets the final cog of his plan in motion, it backfires, and the Helixomorph gadget he uses on the Protopet causes it to grow into a HUGE beast, rather than taming it. it gobbles up Qwark and then turns its attention to Ratchet & Clank.

Mission 2: Defeat the Mutated Protopet

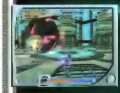
Boss Battle

Mutant Protopet

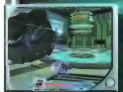
Wave 1:

Get ready for a massive battle against the huge, violent Mutant Protopet. This nasty fight will take place over a series of three waves. Before using the Swing shot to grapple into the chamber, make sure to hit the Megacorp Vendor and stock up on everything you need [1].

First things first – equip a Shield and set of Kilonoids. As soon as either of these run out, make sure you re-equip them [2].



The Mutant Protopet will launch into its first attack, in which it slowly rolls around the platform attempting to crush Ratchet & Clank underneath its considerable bulk. Use the Stretch Jump to avoid it and start attacking with a strong weapon, such as the Megarocket Tube [3].

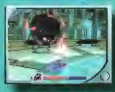


During this part of the battle, the Mutant Protopet will gobble up any Ammo Crates lying about, then transform the Ammo inside into a volatile cocktail of Missiles or Bombs that come flying out of its mouth [4]. Make sure you have the strafe button held down and avoid the projectiles while continuing to let loose with your fire. When you run out of Megarockets, switch to Seekers [5].

Eventually, the Protopet will become so agitated that it begins to hop up and down. Not only will he try to smash the two with this move, but he will cause the platform to collapse, sending them all down to the one below [6].

Wave 2:

As soon as everyone hits the ground, the attack will resume. In addition to the Mutant Protopet trying to roll over Ratchet & Clank, a squad of Troopers will join the fray. Lay down a series of Megaturrets to help take them out, then continue to fire at the Protopet with the Plasma Coil/Storm. When you run out of Plasma Ammo, equip the Heavy Bouncer and go to town [7].



Another one of the Mutant Protopet's attacks is to spew out a ton of standard Protopet's. With the Kilonoids and Shield equipped, they shouldn't be too much of a problem [8].

There may also be a Tractor Bomb here. If the Protopet gets to it first, he will swallow it and then spit out multiple explosive projectiles. If you manage to get to it first, you can use the Tractor Beam to tow it in front of the beast, where it will detonate and cause some nice damage [9].

Eventually, the Mutant Protopet will start to bounce up and down again, sending everyone down to the platform below [10].

Wave 3:

In addition to the Troopers, this final wave adds a set of Hover Tanks around the platform's perimeter that will add their own fire to the battle. You don't have to worry too much about the Tanks as long as you keep moving and have a Shield equipped [11].

Continue to fire at the beast with everything you've got. Make liberal use of the Megaturrets, Kilonoids, Bomblets and Heavy Lancer fire – he will go down before you know it [12].

HELPDESK INFO

Congratulations! Now that you have beaten the game, sit back and watch the credits roll. When they are over, you will have the opportunity to go back in time before you defeated Qwark (in case you want to find any last Platinum Bolts you may have missed or just want to keep exploring), or you can choose to play a new game in Challenge Mode. Challenge Mode is a good way to earn tons of Bolts and purchase the weapons and armor that you couldn't afford the first time around, by playing a tougher version of the game. You get to keep all your weapons and you can upgrade them further by purchasing and earning new Mega and Ultra upgrades that will now be available at the Vendors. In addition, there is one last new weapon that will now be available — the Clank Zapper. The Clank Zapper is a special modification that gives the little guy the ability to zap foes with a fierce laser bolt. Like the R.Y.N.O. II and Zodiac, this puppy will set you back a cool 1,000,000 Bolts. Finally, the game also adds a Bolt Multiplier the second time through, which will multiply the amount of Bolts you collect up to 20 times. A great way to rack up enough Bolts to purchase the ultra-expensive weapons and armor, as long as you don't take a hit, the Multiplier will continue to increase until it reaches 20.

Ratchet & Clank
Going Commando
Sealed Secrets

SECRETS

Welcome to our Double-Secret "Secrets" Section — so on the hush-hush and the QT that we had to seal it to keep the minions of E-vil away from this hot information. Four your eyes only, we present a collection of unlockables, toggles, options, and other fun stuff — not to mention the secrets and strategies to acquiring all 30 Skill Points in Ratchet & Clank: Going Commando. If it isn't in here, you don't need to know about it!

HELP DESK : SECRETS

SKILL POINTS

Skill Points are a set of cryptic scenarios or objectives that you have to complete during your tour of duty through the Bogon galaxy. There are 30 Skill Points that you can earn in the game. Some are easy. Some are clever, and some involve the most insane tests of skill that you are likely to encounter in this or any galaxy! Earn enough Skill Points, and you will be able to unlock some very cool stuff in the Cheats Menu. The list below will give you all the info you need to complete each and every one.

1: SKILL POINT: PREHISTORIC RAMPAGE

LOCATION: PLANET OOZLA

Description: As you begin down the path that will end up taking you to Megacorp Store, you will find a small body of water adjacent to your ship. Overhead, you will find four Pterodactyl flying in a circle. Shoot all four down to get the Skill Point.

2: SKILL POINT: SMASH AND GRAB

LOCATION: PLANET OOZLA

Description: If you got to the Megacorp Store and smash all of the breakables therein, you will receive a Skill Point.

3: SKILL POINT: WRENCH NINJA: BLADE TO BLADE

LOCATION: PLANET MAKTAR NEBULA

Description: In the Arena Battle, if you beat Chainblade, using only the Wrench, you will be awarded a Skill Point. This Skill Point is best achieved after receiving both Wrench upgrades.

4: SKILL POINT: VANDALIZE

LOCATION: PLANET MAKTAR NEBULA

Description: Smash every breakable object that you come upon while traversing the planet and eventually you will do enough damage (be awarded enough Bolts) to earn the Skill Point.

5: SKILL POINT: 2B HIT OR NOT 2B HIT

LOCATION: PLANET MAKTAR NEBULA

Description: Survive your battle with the B2 Brawler in the Arena Battle, without taking any damage, and you will be awarded a Skill Point. The best way to achieve the Skill Point is to return with upgrade weapons (Megaturrets are best).

6: SKILL POINT: CLANK NEEDS A NEW PAIR OF SHOES

LOCATION: PLANET MAKTAR NEBULA

Description: Find a slot machine and hit it with your Wrench until you get three bars. This happens once you've won a total of 300 Bolts.

7: SKILL POINT: DESTROY ALL BREAKABLES

LOCATION: PLANET ENDAKO

Description: Smash up everything that you can break on Endako and, eventually, you will earn a Skill Point (the Box Breaker is a great item to use for obtaining this Skill Point)

8: SKILL POINT: OPERATE HEAVY MACHINERY

LOCATION: PLANET ENDAKO

Description: Smash 10 robots, using the crane(s), to earn a Skill Point. An easy way to do this is by using crane #1 to pick up the heavy metal crate, then drop it on the patrolling robots. Then, use crane #2 to pick up a laser robot and use his laser to destroy the robots in that area.

9: SKILL POINT: SPEED DEMON

LOCATION: PLANET BARLOW

Description: To earn a Skill Point, simply beat a time of 2:10 in the Hover-bike Race. In order to do this, you will want to get a turbo boost off the line (repeated pushing of the X BUTTON will achieve this), collect almost every turbo, make the tunnel shortcut on each lap, and hit every speed boost pad. Also, you will want to enter Challenge 3, as this has the tunnel shortcut open, but the enemies won't be firing at Ratchet.

10: SKILL POINT: PLANET BUSTER

LOCATION: PLANET NOTAK

Description: In order to acquire this Skill Point, you need to destroy the giant floating globe in the shopping district of Canal City. By shooting out all the pieces of the floating rings that encase the giant globe, and the two satellites that orbit it, you will expose the globe. A well-directed shot will then take care of the globe. The Blitz Gun/Canon is best suited to take this thing out.

11: SKILL POINT: YOU CAN BREAK A SNOW DAN

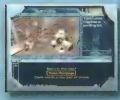
LOCATION: PLANET SIBERIUS

Description: At a spot around the corner from the garage holding the first enemies, you will find a snow Dan. Destroy it to earn a Skill Point.

12: SKILL POINT: HEAL YOUR CHI

LOCATION: PLANET TABORA

Description: By combing the desert on this planet, you will be able to find 100 Crystals. Find them all and a Skill Point is your reward — not to mention a ton of Bolts from the Mystic! If you have the Gravity Boots in your possession, you might want to make your way to the Southeast part of the desert. Here, you will find a small plateau where you will need to use the Gravity Boots to reach the top. Your reward for this bit of exploration? A hovercraft that you can use to mine Raritanium. In addition, it will allow you to get around the desert a lot faster and with a greater degree of safety. This can really come in handy when trying to locate Crystals.



13: SKILL POINT: ROBO RAMPAGE

LOCATION: PLANET DOBBO

Description: To earn a Skill Point, you will need to destroy every building in Lunar City, as you do battle with the Thugs-4-Less Mech boss.

14: SKILL POINT: DUKES UP

LOCATION: PLANET DOBBO

Description: To earn this Skill Point, you must beat the Thugs-4-Less Mech boss, making use of ONLY Giant Clank's fists to do the job (Melee attack). Good luck!

15: SKILL POINT: OLD SKOOL

LOCATION: PLANET DOBBO

Description: You need to defeat all of the enemies on Dobbo (not including the Giant Clank mission on Lunar City) without dying, and ONLY using the weapons that were available in the original Ratchet & Clank game. This includes the OmniWrench 8000, the Decoy Glove, the Bomb Glove, the Walloper, the Visibomb Gun, and the Tesla Claw.

16: SKILL POINT: THAT'S IMPOSSIBLE!

LOCATION: PLANET JOBA

Description: In order to secure this Skill Point, you are going to have to win the Impossible Challenge in the Megacorp Games. We suggest you don't even try this until you have maximum Nanotech, at least Duraplate armor, if not Carbonox, and possibly even the RYNO II, depending on your skill level. While it is possible to do it with "conventional" weapons, you will have to survive 60 rounds of extreme combat and it will be difficult, even with regenerating ammo and advanced weaponry.

17: SKILL POINT: HOW FAST WAS THAT?

LOCATION: PLANET JOBA

Description: In order to achieve this Skill Point, you must beat a time of 2:20 in the Hoverbike Race. The easiest way to do this is by entering Challenge 3, where all routes are open, but your opponents don't focus their weapons on Ratchet. This way, you have access to both major shortcuts, and there won't be anybody to slow you down.

18: SKILL POINT: WRENCH NINJA II: MASSACRE

LOCATION: PLANET JOBA

Description: Take out all of the enemies (not including the Battle Arena) with only the OmniWrench (and without dying) and you will receive a Skill Point. Make sure you don't forget the bad guys that protect the Platinum Bolt. You have to use the Swing shot to reach this area.

19: SKILL POINT: BYE BYE BIRDIES

LOCATION: PLANET JOBA

Description: If you shoot 12 of the birds that you find while exploring Planet Joba, you will be awarded a Skill Point. The best way to take care of them is to sneak up on them, then use the Pulse Rifle to plug 'em while they are on the ground or resting on a fence. Sporting? No, but effective!

20: SKILL POINT: NOTHING TO SEE HERE

LOCATION: PLANET TODANO

Description: When you first arrive on Todano, you will find four large rockets in the immediate surrounding area. Destroy all four of these Megacorp rockets to claim a Skill Point.

21: SKILL POINT: YOU'RE MY HERO

LOCATION: PLANET TODANO

Description: Protect all 10 tourists on Fizzwidget's tour, for its entirety, from the squirrels that attack, and you will be awarded a Skill Point. In addition to the ones that you can see on the ground, a few more squirrels will drop from the trees. Keep an eye on the tourists – they will let you know when they are in trouble.

22: SKILL POINT: TRY TO SLEEP

LOCATION: PLANET TODANO

Description: You need to use the Sheepinator to turn 16 squirrels into sheep to get this Skill Point.

23: SKILL POINT: NO SHOCKING DEVELOPMENTS

LOCATION: PLANET BOLDAN

Description: In order to earn this Skill Point, you must grind the power cables and lumber yard without taking a hit. The key to this is in mapping out the path of travel, memorizing where the electricity is flowing, and anticipating your next move.

24: SKILL POINT: MOVING VIOLATION

LOCATION: PLANET SNIVELAK

Description: Shoot down 14 ships from the sky and you will earn a Skill Point. A good spot for this is right where your ship rests. Whip out your Minirocket Tube, go into the first-person point of view, and start blasting as the ships make their way around the southwest corner of the planet. You will want to catch them before they pick up speed and begin to move away from you.

25: SKILL POINT: MIDTOWN INSANITY

LOCATION: PLANET DAMOSEL

Description: In order to secure this Skill Point, you must grind the train rails without taking any damage. This is actually one of the easier grinding challenges in the game and shouldn't be much of a problem.

26: SKILL POINT: SAFETY DEPOSIT

LOCATION: PLANET DAMOSEL

Description: You must protect the four tourists that you find inside the bank from enemy attack. If you can get rid of all the bad guys without one tourist getting in harm's way, the Skill Point will be yours. The Protopets will hassle the tourists, but they have limited effect in destroying them. Concentrate your firepower first on the large robots (including the two on the mezzanine above), then turn your attention to the Protopets. But, make sure the tourists don't become the victim of friendly fire. It's probably a good idea to use the OmniWrench 8000 or the Sheepinator on the Protopets, and a more targeted weapon on the robots.

27: SKILL POINT: BE A MOON CHILD

LOCATION: PLANET GRELBIN

Description: Mine all of the 101 Crystals on this frozen planet to receive a Skill Point. You will have to comb the entire frozen wasteland that is patrolled by the snow monsters in order to get all 101. Your best bet is to avoid combat with them as much as you can, saving your major weapons and ammo for the ice monsters that, when defeated, release Crystals.

28: SKILL POINT: NANO TO THE MAX!

LOCATION: NA

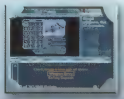
Description: If you build Ratchet's Nanotech up to level 80 (80 hit points, signified by 20 full Nanotech icons— 70 hp are experience based, with 10 being Nanotech Boost based), you will receive a Skill Point. Refer to the body of the strategy guide to find all of the location-based Nanotech boosts.

29: SKILL POINT: NICE RIDE

LOCATION: NA

Description: For acquiring and upgrading all weapons, shields and upgrades (Hyperspace, Triple Boost) for Ratchet's ship, you will be awarded a Skill Point.

30: SKILL POINT: WEAPON ENVY



LOCATION: NA

Description: If you get all weapons, and upgrade all that can be upgraded, you will receive a Skill Point.

HELA DESK SECRETS

THE CHEATS MENU

The Cheats Menu is where you see the fruits of your Skill Point labor. Here, the game will keep a running tab of what secrets you've unlocked as you acquire Skill Points. In the Cheats Menu, you can toggle these cheats on and off:

Ratchet has a big head: ..... **5 Skill Points**
Ratchet in a tux: ..... **7 Skill Points**
Clank has a large noggin: ..... **10 Skill Points**
Levels are mirrored: ..... **12 Skill Points**
Actors have oversized craniums ..... **15 Skill Points**
Ratchet Shows his funny side: ..... **20 Skill Points**
Enemies have massive domes: ..... **25 Skill Points**
Beach Boy: ..... **30 Skill Points**
Snow Dude: ..... **Beat the Impossible Challenge on Planet Joba**

HELA DESK SECRETS

THE MOVIES MENU

The Movies Menu features in-between level movies from the game that you can watch again once they have been displayed for the first time (labeled "Cinematics" in the Special/Movies Menu), within the flow of the game. Additional movies, such as the "Sketchbook" movie and the "Making Of" video become open for viewing as weapons, upgrades and mods are acquired.

Sketchbook: ..... **Unlocked after defeating the final boss**
Credits: ..... **Unlocked after defeating the final boss**
"Making Of" Video: ..... **Unlocked after getting all weapons**
"Rejected Commercials" ..... **Unlocked after getting all weapons and all mods**

THE SHORT CUTS MENU

The Short Cuts menu becomes unlocked after the final boss is defeated. Short Cuts give you quick access to the Challenges that you've already played. In addition to the game Short Cuts, the Insomniac Museum becomes accessible from this Menu. Using this Menu is a good way to jump around and earn more Bolts.

Short Cut Menu: ..... **Unlocked after defeating the final boss**
Insomniac Museum ..... **Unlocked after getting all weapons, all mods, and all Skill Points**

One of the coolest Secrets in the game, the Imsomniac Museum is a 3D representation of Imsoniac's offices. Here you will find all sorts of neat stuff, including enemies and weapons that didn't make it into the game.

THE RANDOM STUFF MENU

The Random Stuff menu includes miscellaneous items like Peter Hasting's "Sheep Invaders" game and "Space-ish Wars." The Random Stuff Menu becomes unlocked after the final boss is defeated.

Random Stuff Menu: ..... **Unlocked after defeating the final boss**
Space-Ish Wars: ..... **Unlocked after defeating the final boss**
Sheep Invaders: ..... **Unlocked after getting all weapons**
Endorsement Deals: ..... **Unlocked after getting all weapons**
Paintings: ..... **Unlocked after getting all weapons and all mods**
Clank's Day at Insomniac: ..... **Unlocked after getting all weapons, all mods, and all Skill Points**

FIRST-PERSON MODE

Upon beating the final boss, this feature becomes available. You can now play through the whole game in the first-person perspective. How cool is that!? First Person Mode is toggled on and off from the Specials Menu.

SHIP VENDOR UNLOCKS

Last, but not least, we have a listing for you of every unlockable item/paint job for Ratchet's Ship.

Scoop Nose: ..... **18 Skill Points**
Split Nose: ..... **26 Skill Points**
Paint Jobs: ..... **3 Skill Points**
Blargian Red
Brown Green
Pokitaru Purple
Snaggleboast Brown
Qwark Green
Bogan Blue
Lombax Orange
Yeedil Yellow
Drek's Black Heart

More Paint Jobs:
Space Storm: ..... **10 Skill Points**
Warp Streak: ..... **10 Skill Points**
Supernova: ..... **10 Skill Points**
Silent Strike: ..... **15 Skill Points**
Solar Wind: ..... **15 Skill Points**
Dark Nebula: ..... **15 Skill Points**
Neutron Star: ..... **19 Skill Points**
Star Traveler: ..... **19 Skill Points**
Lunar Eclipse: ..... **25 Skill Points**
Clowner: ..... **25 Skill Points**
Plaidtastic: ..... **29 Skill Points**
Propster: ..... **29 Skill Points**
Insomniac Special: ..... **29 Skill Points**

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SEALED SECRETS

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